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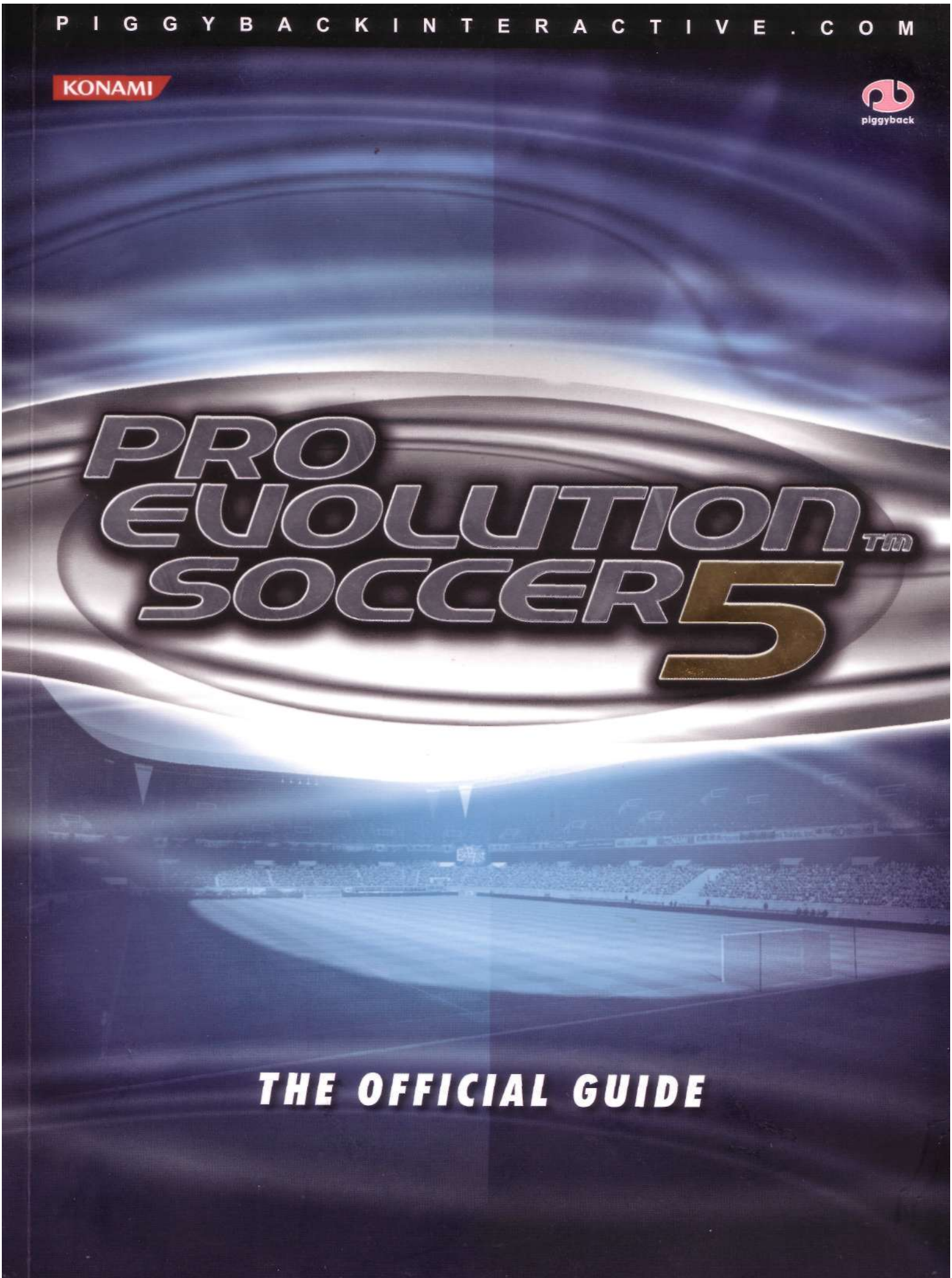

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INDEX TAB

The index tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The upper index lists chapters, while the lower index displays the different sections of the chapter you are currently reading.

USING THE FOLDOUT

To assist players that are unfamiliar with the Pro Evolution Soccer series, the back cover foldout contains a simple reference guide to basic button instructions for the PC, Xbox and PlayStation2 versions of PES5.

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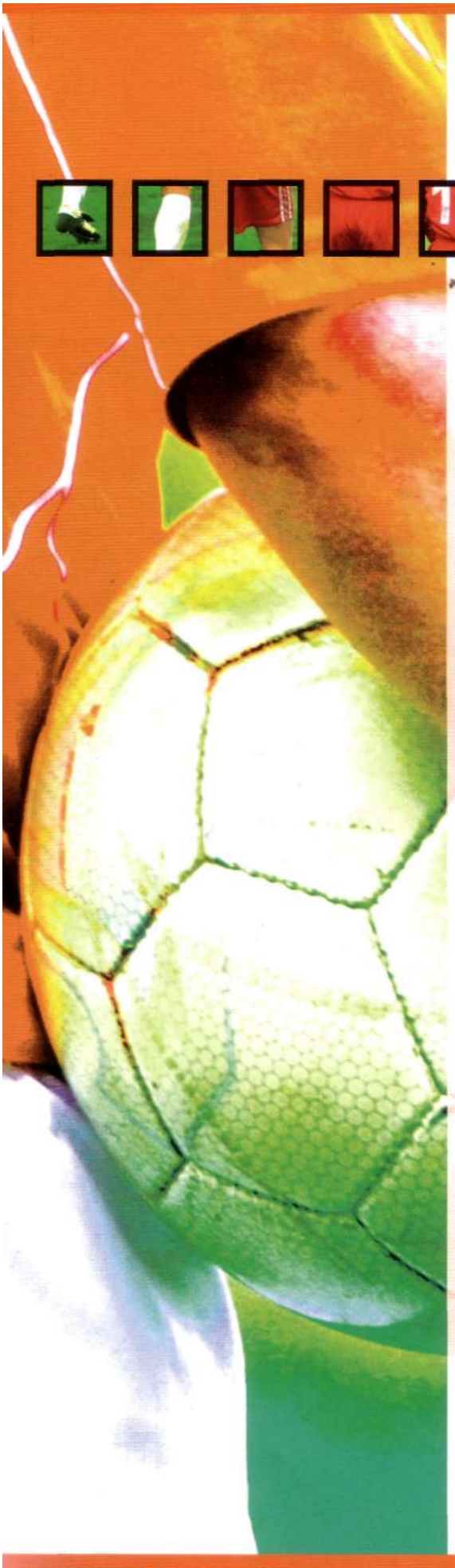


INTRODUCTION

It was shortly after the release of Pro Evolution Soccer 4, towards the end of an epic multiplayer tournament, that we first discussed the possibility of writing this guide. As the conversation meandered back and forth against a backdrop of shouts, laughs and instructive epithets from those either side of the PlayStation2, we noticed that a player had sustained a "yellow cross" minor injury. This otherwise inconsequential incident proved to be the catalyst for a major debate. Everyone agreed that such injuries led to a reduction in a player's abilities in PES4, but which ones exactly? Would it be worth allowing a star player to continue if mildly hurt? Would it harm an ace striker's ability to hit the target, or an indispensable defender's strength in the tackle? If so, how serious would the penalties be?

The more we deliberated, we came to realise that – despite certain members of the team being genuinely expert players – there were many other things that we didn't entirely understand. While those present could confidently and accurately explain many PES4 features and systems, there were other aspects of the game for which we could only volunteer plausible assumptions, educated guesses, or even wild speculation. From stamina loss to condition arrows, the effects of specific special abilities to the relative merits of other player characteristics, we wondered if other PES players had also considered such issues.

Turning to fan sites and forums for answers, we instead found many more questions and a similar thirst for Pro Evo information. Talking to both friends and other PES players online, it was surprising to discover that even experienced players were unaware of many specific tricks, features or functions.

With that, we decided that we positively **had** to produce a Pro Evolution Soccer 5 guide. Despite being reminded on more than one occasion of the potential risks – most specifically, the perceived wisdom that guides for sports games are viewed as being utterly dispensable by players, and have a very minor audience – we began laying the groundwork for the book that you now hold in front of you. The first (and most vital) aspect of such a guide, we decided, is that it should offer tips, advice and never-before-revealed insights into the underlying Pro Evo mechanics from the PES5 team.

Once we had been assured support from the legendary Shingo "Seabass" Takatsuka (the Pro Evolution Soccer series producer/mastermind) and other members of the PES5 development staff, we began to research and write the guide that **we** wanted to read. Pestering busy designers and programmers repeatedly for information (our heartfelt thanks and apologies go out to all concerned) during our time in Tokyo, we sought to find the answers to literally hundreds of PES-related questions – including, of course, the handful posed many months before.

During informal interviews with Seabass and his colleagues – the results of which can be read throughout the guide – we were frequently struck by the sheer depth and complexity of PES5's simulation of the real-life sport. Nothing is preordained: practically every part of it is calculated "on the fly", with outstandingly authentic realtime physics governing each kick, collision, tackle and save. On a more immediately tangible level, we learned how a player's attributes and condition play a critical role in what he can and can't achieve on the PES5 pitch. While virtuoso veterans may be familiar with various moves and game concepts in this guide, even they will be surprised by many insights and revelations contained within these pages. *We* certainly have been.

In short, this book has been a labour of love from start to finish. Despite warnings from PES-playing friends on the dangers of mixing business and pleasure, the Official Pro Evolution Soccer 5 Strategy Guide editorial team is pleased to announce that even months of **enforced** play have not diminished its enthusiasm for PES5. It is, without question, the finest football game money can buy.

We hope this guide contributes to and enhances your enjoyment of it.

Thanks for reading,
THE PIGGYBACK TEAM

QUICK START

- HOW TO PLAY
- PLAY MODES
- TEAM MANAGEMENT
- COACHING MANUAL
- MASTER LEAGUE
- TEAM & PLAYER GUIDE
- EXTRAS
- GUIDE & MOVES INDEX
- GLOSSARY

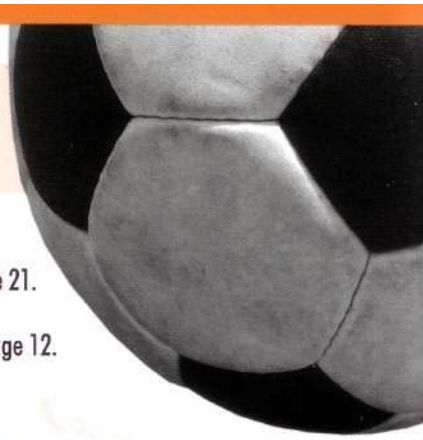
This guide has been designed for users of all abilities. As a consequence, the first two chapters may be a little lightweight for experienced players. Such individuals should feel free to skip straight ahead to the Team Management chapter if they so wish.

To help players quickly find useful and interesting information most relevant to their ability level, we have prepared the following quick-start suggestions. Those who have never played a Pro Evolution Soccer game before should refer to the Beginners section, players with reasonable ability should consult the Intermediate links, and PES veterans should peruse the page references in the Expert section. We have also included links to pages that discuss features new to PES5.

note + note + note

Throughout this guide we use PlayStation2 controller symbols to represent button commands and combinations. Xbox and PC users should turn to page 16 for an explanation of the button command scheme used in this guide.

BEGINNERS



- How to quickly start your first match → Turn to page 21.
- Using and configuring PES5's basic options → Turn to page 12.
- How to use the Player Settings screen → Turn to page 25.
- Adjusting match options and other settings → Turn to page 28.
- How to use the Formation Settings screen → Turn to page 44.
- Using Pause Menu options and interacting with goal replays → Turn to page 31.
- A selection of basic moves to practice → Turn to page 14.
- An introduction to and overview of every PES5 play mode → Turn to page 22.
- Using PES5's training modes → Turn to page 39.
- An introduction to the Master League mode → Turn to page 112.

- Why you shouldn't hold ⊗ to automatically press and tackle → See page 66.
- Using manual strategies → Turn to page 49.
- How to improve your ability at set pieces → Turn to page 93.
- Choosing a formation to suit your style of play → Turn to page 104.
- How to transfer players between clubs and register them to national sides in Edit Mode → Turn to page 201.
- Using Manual Passing → Turn to page 84.
- How to buy players in Master League mode → Turn to page 127.
- Finding promising talent in Master League mode → Turn to page 203.
- Improving your passing game → Turn to page 76.
- How to tighten up your defence → Turn to page 64.

INTERMEDIATE PLAYERS

EXPERT PLAYERS 11

The effect of condition arrows and injuries → See page 60. •

The difference between using the analog stick and the directional buttons: the truth → See page 16. •

Improve your Master League knowledge → Turn to page 123. •

How to create cost-effective players for your Master League team → See page 200. •

Penalty kicks: how they work → See page 96. •

Tactical tips for the best Pro Evo 5 teams → Turn to page 130. •

How to perform advanced tricks and skills → Turn to page 98. •

PES Points: how, when and where they are awarded, and what you can buy with them → Turn to page 190. •

Learn about the new implementation of the offside rule and player injuries → Turn to page 103. •

Player abilities and special abilities: a complete overview → Turn to page 53. •

NEW FEATURES

How to play a Memorial Match → Turn to page 24. •

Revised player growth and decline system in the Master League → Turn to page 121. •

New Master League training system → Turn to page 124. •

How to make a goalkeeper throw the ball → Turn to page 71. •

Read about the new wing-back (WB) and support striker (SS) roles → Turn to pages 58 and 59. •

How to perform the flip-flap trick → Turn to page 100. •

New (R2) trapping technique → Turn to page 72. •

Revised sidestep system → Turn to page 74. •

Performing a "controlled shot" → Turn to page 91. •

An overview of the new Middle Shooting star → Turn to page 91. •

HOW TO PLAY

Pro Evolution Soccer 5 is an accessible yet highly complex football simulation. The purpose of this chapter is simply to introduce its play modes, basic options and most pertinent controls – no more, no less. Think of it as early pre-season training, labour that will contribute to your eventual match fitness. Experienced Pro Evolution Soccer devotees, being broadly familiar with the structure, options and play mechanics common to the series, may wish to skip ahead to the Play Modes chapter on page 22.

GETTING STARTED

If this is your first experience of a game in the Pro Evolution Soccer series, don't allow yourself to be intimidated by its dizzying array of possible moves and button functions. The sheer wealth of tricks, dribbling abilities, different passes and tactical features may seem daunting, but the true beauty of PES5 is that the vast majority of its features are entirely optional. Even with a rudimentary understanding of how to dribble, pass, shoot and tackle, you can still enjoy (and, indeed, win) highly competitive matches against both AI and human opponents.

You should not assume that you need a commanding grasp of every last trick in order to win matches – that's simply not the case. PES5 is accessible on many levels: there is no "right" or "wrong" way to play it. Many very capable players will rarely use (or even entirely disregard) its various step-overs, feints, and tactical features. At this early stage in your PES5 career, your initial concern should be to gain match experience. Being able to perform a trick or two is fine, but stringing more than two or three consecutive passes together is **much** more important.

This chapter (and, for that matter, the guide as a whole) assumes that the reader has an appreciation of basic football concepts, from through balls to volleys, slide tackles to set pieces. If your experience of the sport is slim to nonexistent, you should pay a visit to PES5's Training menu (found on the Mode Select screen). Select the Beginner Training option to choose from and view a selection of informative tutorials. You may also wish to visit the Glossary to improve your knowledge of football-specific terminology.

Before you can play your first Pro Evolution Soccer 5 match, there are a few pre-game formalities to observe.

LANGUAGE (PS2 VERSION ONLY)

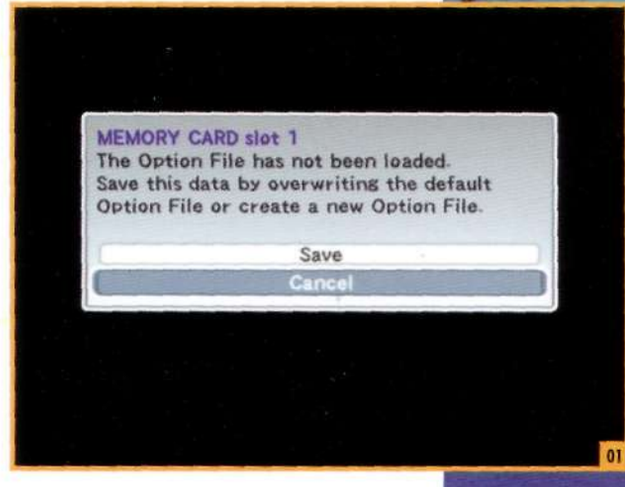
Choose your preferred language. Ideally, you'll opt for one that you understand.

DISPLAY MODE

Pro Evolution Soccer 5 can run in two video modes: NTSC at 60Hz, or PAL at 50Hz. Some gamers prefer the higher refresh rate of the NTSC mode, but this will not work on all (specifically, older) European televisions. Select "Test NTSC (60Hz)" to find out if your TV supports this mode. If the screen appears black and white, or behaves in an odd manner, it means that your TV doesn't support NTSC playback. If you can use both modes, test them in turn and pick the one you prefer: it's very much a matter of personal taste. Note that if you intend to play online against a friend, you each need to use the same display mode: both NTSC, or both PAL. You can find more information in the Network Mode section of the Extras chapter.

CREATE OPTION FILE

If you are loading Pro Evolution Soccer 5 for the first time, and have a memory card inserted, you will be greeted by a message that begins: "The Option File has not been loaded" (Fig. 1). Select "Save" to create a new Option File. If you don't create an Option File, you won't be able to save your settings, edited data or achievements.


MEMORY CARD slot 1
The Option File has not been loaded.
Save this data by overwriting the default
Option File or create a new Option File.
Save
Cancel
01

ENTER USER NAME

This is essentially your PES5 profile, an aid to storing information about your performance in the new Memorial Match mode. You can ignore this for now, if you so wish, and enter a suitable name via the Options menu at a later date. Your Option File will now be saved to your memory card.

MODE SELECT MENU

The Mode Select menu is where every PES5 session begins: from single matches and training exercises, to epic league and cup campaigns.

MATCH

Select this option to access one-off friendly matches with nothing at stake – bar, of course, personal pride and, with the introduction of the Memorial Match, long-term bragging rights. Choose between an Exhibition (a friendly match against AI or human competitors); a Memorial Match (similar to the Exhibition option, but for two players only, and with match details stored on a memory card); P1 or P2 "quick start" options (bypass settings screens before beginning a P1 versus AI or P1 versus P2 game respectively); or a penalty shoot-out. Turn to page 24 of the Play Modes chapter for more details.

MASTER LEAGUE

The Master League (Fig. 1) is an enormous, open-ended play mode in which you – as manager, chairman, coach and, of course, the puppet master pulling the invisible strings above each player – attempt to transform the fortunes of a mediocre Second Division club. With little in the way of finances and no stars in your initial squad, the challenge is to use your skill and judgement to assemble an all-conquering side. Feature-packed and long-lasting, Master League mode is explained and analysed in great depth in a dedicated chapter.

LEAGUE

If you want to enjoy a league season or two without worrying about club finances, the transfer market, player growth and decline and other such Master League complexities, this is the mode to select. Turn to page 35 for more details.

CUP

With a variety of customisable knockout tournaments to choose from, Cup mode is perfect for both single-player and multiplayer sessions. Its many options are explained from page 37 onward.

TRAINING

From this menu you can access the Free Training mode (practice general moves, set pieces, and so forth), Challenge Training (assorted tests of your PES5 prowess, including free kicks, dribbling and defensive abilities), and a selection of useful tutorials. Turn to page 39 for more information.

EDIT

Pro Evolution Soccer 5's extensive editing suite (Fig. 2) provides facilities for transferring, altering, and creating players. You can also customise national and club teams. To learn how to use this powerful resource, turn to the Edit Mode section in the Extras chapter.

OPTIONS

Adjust various settings, manage saved data, browse your trophy cabinet, and more.

NETWORK

If you have the requisite hardware and a broadband internet connection, you can pit your wits against other players online. Turn to the Network Mode section in the Extras chapter for more details.

OPTIONS

This menu enables you to adjust settings, and access extras such as the PES Shop, the Museum, and PSP connectivity. If PES5's Option File auto save feature is enabled, all changes will be automatically written to a memory card once confirmed.

PES DATA MANAGEMENT

OPTION FILE

Auto Save: If this option is enabled, any adjustments you make to a variety of PES5 settings will be automatically saved to a memory card – slot 1 by default.

Save Option File: If auto save is not enabled, highlight this option and press ⊗ to overwrite the existing Option File with the current settings.

Load Option File: Highlight this option and press ⊗ to load an Option File from a memory card.

PES Series Data Load: Use this option to import data from a PES4 Option File into your PES5 Option File. Turn to the Edit Mode section in the Extras chapter for more details.

ENTER SAVE FILE NAME

This option enables you to rename PES5 data contained on memory cards: Option Files, replays, cup saves, leagues, and so on. The software keyboard (Fig. 1) is very easy to use.

COPY SAVED DATA

Want to transfer saved data to a spare memory card? Enter this menu to do so.

DELETE SAVED DATA

If your memory card is positively bulging at the seams with golden goals, scintillating semi-finals and long-forgotten league seasons, select this option to delete unwanted PES5 data. You will be asked for confirmation before the information is finally erased.

PSP™ DATA LINK (PS2 ONLY)

Send data to Pro Evolution Soccer 5 on your PSP™. See Edit Mode section in the Extras chapter for more information.

BUTTON CONFIGURATION

Ask yourself: would an international footballer attempt to play a match with his boot laces untied, or the studs awkwardly forced into the wrong holes? Being comfortable with your controller's button layout is extremely important. If you have a particular need to transpose the Shoot and Long Pass buttons, or to switch

the Special Controls button to L2, you can do so here (Fig. 2). If this is your first time playing a game in the Pro Evolution Soccer series, pause for a moment before rushing to change these settings; the default layout is a tried and tested configuration that works perfectly for the vast majority of PES players. With so many potential moves and tricks to memorise, it's almost certainly better to stick with the existing setup if you can.

Note that button instructions throughout this guide refer to the default controller configuration. If you do change the layout, you'll need to engage in elementary mental athletics to apply our instructions to your personal button settings.

Press ◎ to toggle between the button configuration for defence and attack, L1 and R1 to switch between controllers, and choose either "Default" to return to the standard button layout, or "OK" to confirm your changes. If you are playing with a friend, and both of you have a memory card inserted in the two available slots, press □ to load saved button configurations from your respective Option Files. Player one will load from the first memory card slot, and player two from the second slot.

You can also adjust the following options:

LONG PASS MODE

This option enables you to customise how you perform long passes and crosses. See page 80 of the Coaching Manual chapter for a more thorough explanation.

Type 1: The best choice for beginners. Your players will automatically cross the ball if you press ◎ when they are level with the penalty area or are close to the touchline deep in your opponent's half (see Diagram 1). Long passes are "normal" – that is, the game's code will provide a certain amount of assistance to ensure they are accurate.

Type 2: Pressing ◎ will lead to a cross when your player is level with the penalty area or is close to the touchline deep in your opponent's half. Long passes are "manual" – there is no AI assistance.

Type 3: The ball is automatically crossed with a press of ◎ only when your player is level with the penalty area in your opponent's half. Long passes are normal.

Type 4: Crossing only takes place when L1 and ◎ are pressed simultaneously; pressing ◎ alone will lead to a long pass. Long passes are performed normally.

Type 5: Press ◎ and L1 to perform a cross. Long passes are manual.

CHIP SHOT 2

Choose between methods of activation for the second of the two chip shot techniques. For your information, Chip Shot Type 1 is performed by holding L1 before making the shot with □. Chip Shot 2 (Type 1) is an alternative option (it's a lower kind of chip), accessed by pressing R1 as you power up a normal shot. Selecting Chip Shot 2 (Type 2) here also enables you to perform it by tapping the Shoot button repeatedly.

MANUAL PASS GAUGE

Choose between "Yes" or "No". If enabled, a gauge will appear to help you judge the strength of passes made with R.

MANUAL PASS OPTIONS

By default, R is used to perform special moves. With R3 pressed – that is, by pressing R inward – you can move R to perform a Manual Short Pass in a desired direction. If you hold L1, press R3 then move R, the player under your control will make a Manual Long Pass. If you would prefer to make Manual Passes without holding R3, you can toggle that setting here.

LEFT ANALOG STICK

If you're a real Manual Pass aficionado, you can change the function of L from Move to Manual Long Pass. This will, of course, mean that you will need to use the ✣ to move your players.

SOUND SETTINGS

AUDIO

Toggle between Stereo and Mono sound. Unless you have a horrendously antiquated television, or have a strange predilection for monophonic crowd chants, you should leave this on the Stereo setting.

COMMENTARY FREQUENCY

There are three levels of in-game commentary: maximum (constant), medium (less frequent; tends to occur during midfield build-up play and goalmouth action) and minimum (only goalmouth action provokes comment). You can also choose to turn the commentary off.

COMMENTARY NAME

How would you like the commentator to identify individual players: by name, number, or not at all?

COMMENTARY/SOUND EFFECTS/MUSIC VOLUME

Use these gauges to adjust volume levels.

MUSEUM

CUP GALLERY

Select this option if you want to sit and gaze admiringly at the trophies you have accrued during your PES5 career. You can also view replays of the awards ceremonies and accompanying player celebrations.

REPLAY PLAYBACK

If you have saved replay files on your memory card, you can view them here. See page 31 for an overview of the controls and options available while watching replays.

MEMORIAL MATCH DATA

View information on past Memorial Matches.

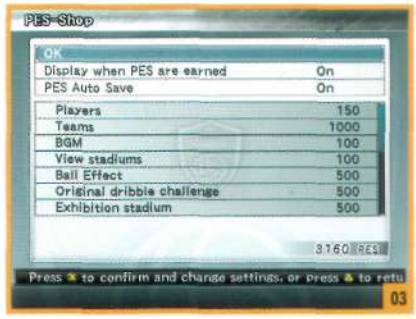
CREDITS

Meet the team behind Pro Evolution Soccer 5. Remember to genuflect with due reverence as their names scroll by!

PES SHOP

PES points are awarded for completing matches and winning competitions. They can be used to unlock (or "buy") the bonuses found in this menu. You can learn more about the prizes on offer in the PES Shop section in the Extras chapter.

There are two options that you can adjust from here (Fig. 3): whether to have PES winnings displayed after matches, and if you would like PES points to be automatically saved to your memory card. Note that if you have the main Option File auto save feature disabled, PES points will **not** be saved to your memory card, even if this setting is enabled. If that is the case, don't forget to manually save your PES points before you turn off your console!



SCREEN

Use ✥ to centre the display on your television screen. Use ✕ to confirm the position once you're happy, ○ to restore the default setting, and △ to cancel.

LANGUAGE

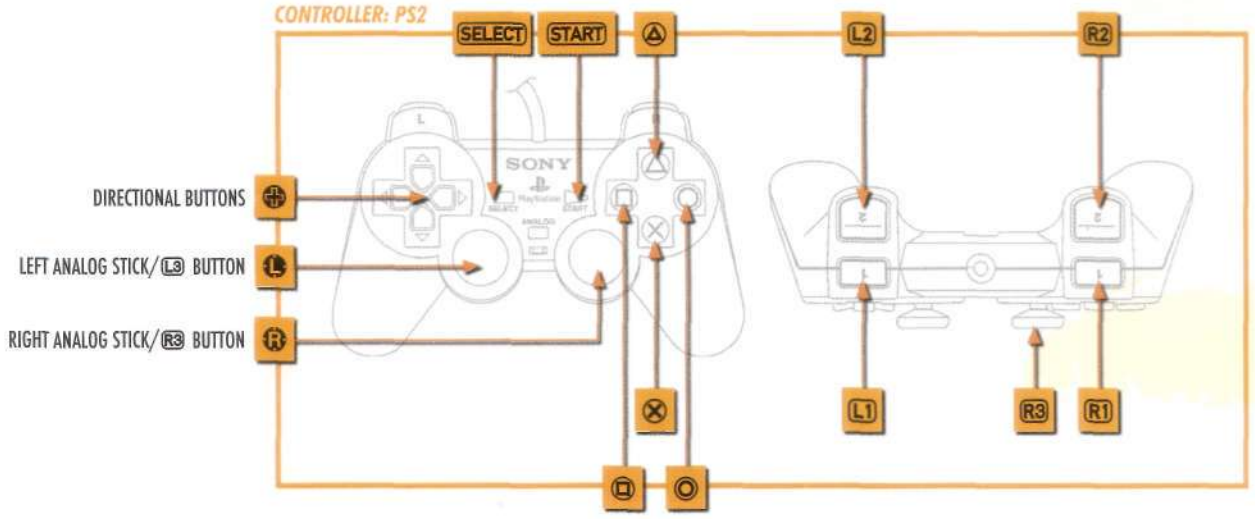
This menu enables you to change the language of the in-game text and commentary. While the former won't be of interest to the vast majority of players, the latter option can be great if you want to switch to Spanish for added authenticity during a Real versus Barca grudge match.

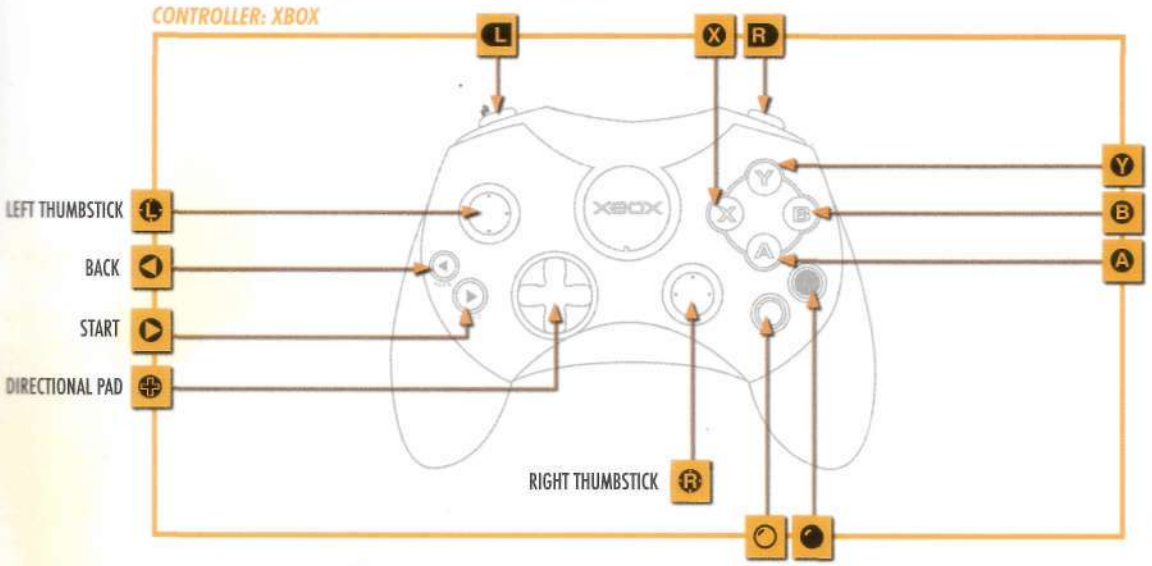
CONTROLS

This is not a comprehensive list of every move in PES5, but a collection of those that you will actually need. Until you can perform simple passes, head the ball and strike a clean shot on goal, there's no real benefit in knowing how to execute a camera-friendly feint. If you have never played a PES game before, we strongly advise that you have a quick kick-around in Free Training mode (Mode Select menu → Training menu → Free Training) before you play your first full match.

Moves marked as "Advanced" are included to improve your understanding of Pro Evolution Soccer 5's sheer variety of moves and functions – you shouldn't feel obliged to learn them all at once. We have included more sophisticated and/or complicated button commands in order to give you a greater sense of the game's depth. As a first-time player, you don't really need to worry about the Super Cancel feature, playing lofted through balls, or instructing a player to make a forward run after making a pass. Just try to learn the basics, and enjoy yourself while doing so.

The Coaching Manual chapter contains detailed instructions for, and analysis of, every possible pass, trick and feature. You can also find a comprehensive overview in the Guide & Moves Index.





DEFAULT CONTROLLER CONFIGURATION: PS2

WITH BALL	
⊕	Movement
L	Movement
R	Tricks (no button held) & Manual Pass (with R3 held)
⊗	Short pass & head ball
□	Shoot & head ball
○	Long pass & cross ball
△	Through ball
L1	Change player
R1	Sprint
L2	Strategy
R2	Fast dribble & Special Controls (context-sensitive commands)
R3	Activate Manual Pass function of R
START	Pause menu

WITHOUT BALL	
⊕	Movement
L	Movement
⊗	Tackle/apply pressure
□	Call for assistance
○	Sliding tackle
△	Goalkeeper button
L1	Change player
R1	Sprint
L2	Strategy
R2	Special Controls
START	Pause menu

DEFAULT CONTROLLER CONFIGURATION: XBOX

WITH BALL	
⊕	Movement
L	Movement
R	Tricks (no button held) & Manual Pass (with R held)
A	Short pass & head ball
X	Shoot & head ball
B	Long pass & cross ball
Y	Through ball
L	Change player
R	Sprint
◯	Strategy
●	Fast dribble & Special Controls (context-sensitive commands)
R	Activate Manual Pass function by pressing R
▷	Pause menu

WITHOUT BALL	
⊕	Movement
L	Movement
A	Tackle/apply pressure
X	Call for assistance
B	Sliding tackle
Y	Goalkeeper button
L	Change player
R	Sprint
◯	Strategy
●	Special Controls
▷	Pause menu

BUTTON INSTRUCTIONS

Throughout this guide we use PlayStation 2 controller symbols to represent button commands and combinations. Offering equivalent Xbox and PC controls as well in every instance could, we decided, lead to needless confusion, and necessitate certain compromises in terms of this book's design. Furthermore, choosing to instead use generic terms – such as "Shoot Button", "Pass Button" and "Sprint Button" – would reduce the clarity and immediacy of each instruction for Xbox *and* PS2 owners. As the majority of readers will be using the PS2 version, we felt compelled to support the largest audience.

Actually, this is no great hardship for those playing PES5 on Xbox or PC. Although there are obvious differences between the controllers used on each format (especially with the PC), translating PS2 button commands to suit your Xbox or PC joypad is easy – as the following table demonstrates.

PS2	XBOX	PC
⊗	A	Pass button
□	X	Shoot button
○	B	Long pass button
△	Y	Through ball button
L1	L	Change player button
R1	R	Sprint button
L2	○	Strategy button
R2	●	Special controls button
R3	R	Activate manual pass button

Trust us: you will soon acquire an instinctive appreciation of how the PS2 controller symbols used in this guide correspond to the buttons on your joypad. If you ever encounter any difficulties, though, the comprehensive Moves Index (see page 214) features button instructions specific to all three formats.

UNIVERSAL CONTROLS

PLAYER MOVEMENT

✣ or L

With Pro Evolution Soccer you're either a directional buttons player, or an analogue stick player. If this is your first experience of the series, which will you be?

In terms of movement, passing, shooting, *everything*, both methods are effectively identical. Both are resolutely digital, on-off systems: you are either pressing the buttons or leaning the stick in one of eight compass directions, or you are not. In essence, the analogue stick is merely simulating the directional buttons.

The directional buttons offer a greater degree of speed and precision, especially while performing certain tricks or specific movements. The transitions between the eight compass directions are shorter, and the current position of the thumb on the buttons is always apparent; it's a reassuringly solid and immediate way to control your players. Many Pro Evo adepts swear that digital control is king.

The analogue stick, by contrast, is less immediately responsive by virtue of its very design. It is, some argue, harder to perform certain tricks while using it (particularly the sidestep and, ironically, maintaining a slow dribble), and it's less intuitive than the directional buttons (especially for beginners). However, many of its advocates insist that it facilitates smoother player movement when not in possession of the ball, which helps with marking and tackling. There's also the simple fact that some people just like using an analog stick.

Ultimately, it's a matter of personal preference: both methods are perfectly acceptable. You should try both and, naturally, opt for the one you feel most comfortable with.

CHANGE PLAYER

L1

Use this button to switch players.

DASH

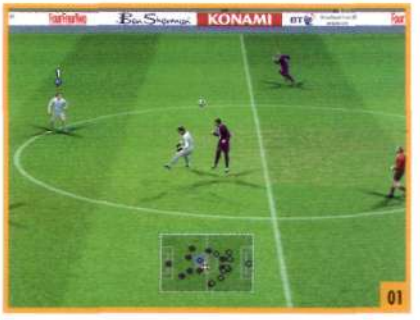
✣ + R1

The "run" button. A common mistake made by PES series newcomers is to hold this down at all times, having made the erroneous assumption that moving faster will help them retain or regain possession of the ball. This really isn't true. Players are often much easier to tackle while sprinting (unless, for example, they are fortunate enough to have a clear run on goal), and any defender foolish enough to sprint blindly towards a world-class forward is just asking to be embarrassed by a simple sidestep or deft turn. Vary your speed: a veritable death grip on R1 will make you far too predictable.

HEADERS

Header (pass): ⊗
Header (shot, clearance): □

Most new or inexperienced PES players fail to appreciate how important it is to head the ball, which is why they tend to find themselves on the business end of humiliating defeats when they play against Pro Evo adepts. If you can't head the ball, the opposing team will dominate the match: that's a fact. Use ⊗ to make passing headers (Fig. 1), and □ when you need power in front of goal, or to make a clearance in defence. Generally, unless you are heading at goal, □ offers little directional freedom, so you should use ⊗ if you want to nod the ball to a teammate.



It's vitally important to acquire the knack of manoeuvring your player into position to actually make a header. This is discussed on page 79 of the Coaching Manual chapter.

SUPER CANCEL (ADVANCED)

Hold R1 + R2

The Super Cancel button combination is one of the most useful functions to be introduced to the PES series. As you play any given match, PES5 gives you an invisible "helping hand" at times – guiding players towards through balls, positioning defenders for headers, and so forth. There isn't the space to describe how it works in great depth here – you can read a more detailed

explanation in the Coaching Manual chapter, page 88 – but without it, the PES games wouldn't be as enjoyable as they are. Most of the time, this code-governed assistance is transparent; you barely know that it's taking place. Sometimes, though, these highly advanced programming routines can be a little quirky, such as when you try to move in a different direction, but it feels as if the player under your control is moving on rails. If you feel that PES5 is trying to force you to do something that you don't want to, use Super Cancel to wrestle back full control.

CONTROL PLAYER WHILE BALL IS IN MIDAIR (ADVANCED)

Hold R2 + ✥

This is a handy Super Cancel variant. If the ball is airborne and your player is not responding to your commands, hold R2 and move your player to the desired position with ✥, then release it and perform the required move. This has many uses: for example, positioning strikers for volleys and headers, moving midfielders to cut out high passes, and putting a centre-back in front of an opposing forward as a cross flies into your penalty area.

DEFENCE

TACKLE/APPLY PRESSURE

⊗

Use ⊗ to attempt to steal the ball from your opponent or, if it is out of reach, to apply physical pressure. There is an art to being an efficient ball-winner in PES5, especially when a skilful or strong player is in possession. Wait for your opponent to present you with a clear view of the ball, and then press ⊗. If you hold ⊗ down, or hammer it wildly, you're more likely to commit a foul or allow a fleet-footed player to simply skip past your man.

CALL FOR ASSISTANCE

□

Press and hold □ to make a nearby teammate assist your player in an attempt to win the ball. Used judiciously, this is a powerful command. Be warned, though: by moving another player out of position, you can leave open space that your opponent can exploit.

SLIDING TACKLE

○

When it works, the slide challenge (Fig. 2) is one of the most powerful defensive tools at your disposal. Badly timed (or plain rash) use of ○ however, will cause more harm than good. As with real-life referees, PES5's virtual officials take a very dim view of ill-judged or malicious lunges, and are likely to hand out yellow (or even red) cards. Additionally, a player who performs a slide tackle and misses will be effectively out of the game until he clambers to his feet. This is a risky manoeuvre for PES virtuosos, let alone inexperienced players. If in doubt, don't use it. You can also utilise ○ to make your player attempt to cut out a loose pass, or throw himself in front of a goal-bound shot.

CLEAR BALL

□

If the ball is loose in (or near) your penalty area and you don't want to take any chances, use □ to make a first-time clearance.

GOALKEEPER CONTROL

RUSH OUT

△

If an opposition player is bearing down on goal, hold △ to manually command your goalkeeper to charge towards him in an attempt to win the ball.

GOAL KICK

○

Press and hold ○. Use ✥ to control the direction of the kick, although this isn't essential – you can leave it in a neutral position and let the goalkeeper AI choose for you, if you prefer.

THROW/SHORT PASS

⊗

If you like to build play up from the back line, use ⊗ to begin your next attacking foray with a simple pass, short throw or Peter Schmeichel-style lob forward. Be careful if playing against a human competitor, though: it's an old PES trick to try to hide an attacker behind the receiving defender before a short goal kick is taken.

DRIBBLING

VERY SLOW DRIBBLING (ADVANCED)

Release ⊕

This is more useful than you might initially think. You could, for example, slow to a crawl while controlling a fast striker, then launch into a blinding burst of pace once a defender steps in to make a challenge. It's actually possible to maintain this slow pace by tapping ⊕ in the direction of movement in a steady rhythm. Those that prefer to use the left analog stick will find that this manoeuvre is much easier to perform on the directional buttons.

FAST DRIBBLE

Hold R2 while moving with ⊕

Makes the player move at a brisk jog. This is faster than the default speed attained while using ⊕ alone, but slower than the R1 sprint.

QUICK STOP

Let go of ⊕, then press R1

Use this if you want to quickly bring a moving player to a halt.

QUICK STOP AND TURN BODY TO FACE OPPONENT'S GOAL

Release ⊕, press R2

Like the previous command, but far more useful during build-up play, releasing ⊕ and then pressing R2 makes the player under your control stop and turn to face your opponent's goal. This has many applications – for example, you can use it to draw in opposition players, and then make a pass once a teammate runs into the space this creates.

SIDESTEP/MOVE SIDEWAYS

⊕ at right angles to current direction of movement

With practice, this is one of the simplest ways to pass opposition players. Stop running as your opponent draws closer, quickly tap ⊕ at a right-angle to your current direction to start the move then, when you have sufficient clearance, sprint on past. It's not a trick you'll perfect straight away, but it's one that you'll use many times in your PES5 career.

KNOCK BALL FURTHER AHEAD DURING SPRINT (ADVANCED)

During dash dribble, tap direction of run two or three times. Alternatively, rapidly press R1

Best used for maximum speed during charges along the wing (Fig. 3), or en route to goal, after having beaten the offside trap. Use it carefully: in a crowded midfield, this will make your player ridiculously easy to tackle.

03

04

PASSING

SHORT LOW PASS

⊗ + ⊕

The basic, common-or-garden, vanilla-flavoured pass: point ⊕ in the desired direction, press the button. It's as simple as that. But to make consistently accurate passes... well, *that* takes practice.

LONG LOW PASS

Hold ⊗ + ⊕

By default, short passes will be aimed at the nearest player in the direction you specify with ⊕. If you hold ⊗, you can pass along the ground to a teammate beyond a closer player. Use this type of pass with caution – they can be very easy to intercept.

BACKHEEL

Immediately press ⊕ in the opposite direction to your player's current orientation after pressing ⊗

A simple move that can be great for unlocking obstinate defences or getting out of a bind in midfield, the backheel should always be used with a modicum of caution. Are you absolutely sure that a player is suitably placed or ready to receive the ball? Until you grow in experience, try not to use this pass while deep in your own half...

FIRST-TIME PASS

Press ⊗ + ⊕ before the ball reaches your player

If you press ⊗ (and, of course, a direction on ⊕) before a player traps the ball (Fig. 4), he will make a first-time pass. Be mindful that while this can facilitate fast, free-flowing attacking play, the accuracy and pace of the pass can be greatly reduced when played in this manner.

LONG PASS (ADVANCED)

◎ + ⊕

Enables you to make airborne passes of varying length, from short chips, to speculative long balls for a fast striker to chase. Release ◎ once the power gauge reaches the required strength.

FIRST-TIME LONG PASS (ADVANCED)

Press ◎ + ⊕ before the ball reaches your player

As with low first-time passes, these immediate kicks are less precise than those made when a player has time to trap and control the ball.

CROSS-FIELD BALL (ADVANCED)

Move ⊕ towards opposite side of pitch, then press ◎ until gauge reaches desired strength.

Sometimes described as "spreading the play", the cross-field ball is a useful way to exploit space that opens up on one side of the pitch while your side is in possession on the opposite touchline. Check the onscreen radar to ensure that there is a man available to receive the pass before you make it!

THROUGH BALL

△ + ⊕

Rather than passing to a player's feet, △ enables you to play the ball ahead of him; he can then subsequently attempt to run on to it.

Despite being much less likely to succeed – this type of pass is often easier to read, and is frequently intercepted – it is a phenomenally useful part of your attacking repertoire. The ability to play precise through balls is often what separates successful from merely competent PES players. As with other passes, you can play a first-time through ball by pressing △ before your player controls the ball or intercepts a pass.

LOFTED THROUGH BALL (ADVANCED)

L1 + △ + ⊕

This variation of the through ball is arguably harder to execute well, but can enable you to penetrate a disciplined defensive line in situations where a low pass could be easily cut out by an alert centre back (Fig. 5).

05

ONE-TWO PASS

1: L1 + ⊗ + ⊕ to make initial pass, then △ to play return ball
2: L1 + ⊗ + ⊕ to make first pass, then ○ to play lofted return ball

A staple move of players at all levels, from park football to the stars of El Estadio Santiago Bernabeu or Old Trafford, the one-two is used both to get past opposition players and to create space. When the player that initiates the move makes his forward run, you don't actually have to complete the move with △ or ○. Against human players you can use your teammate's dash forward as a decoy charge to draw away a troublesome marker. (This is not a trick that works especially well against AI-controlled teams, however.)

CROSSING

1: Cross to far side: ⊕ + ○
2: Cross to near side: ⊕ + ○ x2
3: Cross along the ground: ⊕ + ○ x3

Use crosses (Fig. 6) to pick out a target man standing tall in the box, or a midfielder breaking forward. Crossing is a difficult skill to master, being as much a matter of timing as it is skilful execution. While simply pumping the ball into the six-yard area without pause for thought will sometimes lead to goalscoring opportunities, a more intelligent player will look to find a teammate in space – and, better still, will attempt to hold the ball up if an obvious opportunity doesn't immediately present itself.

PASS CONTROL: INCOMING PASSES (ADVANCED)

1: ⊕
2: ⊕ + R2
3: ⊕ + R1

To control an incoming pass in a specific direction, use ⊕. To trap and stop low passes, press R2 and a direction on ⊕ before a player receives the ball. Finally, press R1 while pressing ⊕ in the direction of a pass in order to run onto it rather than immediately controlling the ball.

PASS CONTROL: DUMMY (ADVANCED)

Release ⊕, press and hold R1 before pass reaches player

As a pass approaches your player, press and hold R1 to allow it to run through his legs. As a rule, you should use this when there is a teammate behind to actually receive the ball. There are circumstances, though, when a player in space can wrong-foot his marker by letting the pass roll through before spinning around to collect the loose ball himself.

06

07

PASS AND MOVE (ADVANCED)

Pass, then immediately press R2

As soon as a player makes a pass, press R2 to instruct him to make a forward run. This can help you build fluid, varied team moves that can be extremely hard to defend against. Remember, though, that doing so can leave players out of position, leaving you wide open to quick counter-attacks.

MANUAL PASSING (ADVANCED)

Short Manual Pass:
Press and hold R3 + required direction on R
Long Manual Pass:
Hold L1, press and hold R3 + required direction on R

Manual Passing is very, very tricky to get the hang of, which is why we recommend you don't try it just yet – many highly experienced Pro Evo players use it sparingly, if at all. You can find a detailed explanation of this advanced feature on page 83 of the Coaching Manual chapter.

SHOOTING

SHOOT

□ plus direction on ⊕

Simple rule: the earlier you release your preferred digit from □, the less likely you are to embarrassingly send the ball into orbit. If there's any one skill that warrants a few hours of patient practice in the Free Training mode, this is it.

FIRST-TIME SHOT

□ plus direction on ⊕ before ball is trapped

From an opening for a scuffed tap-in during a goalmouth scramble to a chance to make a sublime 35-yard half-volley, opportunities to take first-time shots (Fig. 7) last for a split second. While taking them is an instinctive reaction, knowing when to instead take a touch, then lay the ball off to a player better positioned or suited to make a shot is *just* as important.

CONTROLLED SHOT (ADVANCED)

□ then, when gauge appears, hold R2

If precision is more important than power, hold R2 while making a shot. Think of it as being akin to a player passing a shot into the goal with the instep of his boot. It takes a little while to become accustomed to shooting in this way, but it's perfect if you want to, say, place a ball into the lower right-hand corner of the goal from just inside the 18-yard box.

CHIP SHOT (ADVANCED)

Type 1: L1 + ○
Type 2: Build power gauge with ○, then press R1

Picture the scene: you're bearing down on goal, a centre back at your heels and the opposition goalkeeper rushing out to meet you. As the keeper draws closer, he gradually restricts your view of the goal. This is known as "narrowing the angle", and it's a vital (and effective) goalkeeping skill. It does, however, make the goalmouth a wide and inviting target for a clever, well-judged chip shot.

SET PIECES

CORNERS

Standard corner: Press and hold ◎ until the power gauge indicates the desired strength
Low corner: Press and hold both ◎ and ✥ ↑
Grounder: Press and hold both ◎ and ✥ ↓
Curl the ball: Hold the ✥ left or right
Short Corner: Press ⊗ to pass to a nearby teammate

The actual kicking of the corner is the least demanding skill: moving a player into position to attack the incoming ball is the hard part. Think about how corners work in real-life football, and watch your virtual teammates for a moment before kicking. If, for example, a player runs towards the near post, play a short, quick ball over and try for an immediate header towards goal.

FREE KICKS: PASSING

Short pass: ⊗
Through ball: △
Long pass/cross: ◎

Passing during free kicks is not wildly dissimilar to passing during open play, but long passes and crosses (depending on the position of the kicker) are potentially much more dangerous when you're deep in your opponent's half. If a shot isn't feasible, or you lack a player with sufficient set-piece skills, curl the ball into the 18-yard box for a tall striker or centre-back to chase.

FREE KICKS: SHOOTING

Medium strength: ○
Very strong: Hold ✥ ↑ with ○
Very weak: Hold ✥ ↓ with ○
Curling: Hold ✥ ← or ✥ →

There really isn't the space here to explain how to take a good free kick (Fig. 8). As a general rule of thumb, though, try to release the shoot button when the power bar reaches the centre of the gauge. This is an approximate measurement: you should add a little more for shots from 30 to 35 yards, and slightly less for close-range efforts. Use "very weak" shots to loft balls over the wall from 18 yards, and "medium" or "very strong" for efforts at longer range. There are actually more free kick options than are listed here, but these will suffice until you become more experienced – or, of course, turn to page 94 of the Coaching Manual chapter.

WALL DEFENCE

All jump: ○
All stand: ⊗
Rush forward and jump: ◎
Rush forward but don't jump: ○ + ⊗
Random: Don't press anything

When defending a free kick, use the above buttons to control your wall. Chose wisely: if you're facing a dead-ball specialist at close range, you should be reaching for ◎.

THROW INS

Short throw: ⊗
Long throw: ◎

Direct your player with ✥, throw with ⊗. There's a limited amount of auto-aiming involved with short throws, so pointing in the general direction of a teammate will suffice. Long throws are harder to perform well, but can be very effective – especially when deep in your opponent's half, with an imposing centre forward poised in the penalty area.

CONTROLLING GOALKEEPERS DURING PENALTY KICKS

✥

Goalkeepers facing penalties can move in six possible directions. When the player runs up to take the kick (Fig. 9), press the required direction on ✥ and pray...

PLAYER CONTROL DURING PENALTY KICKS

✥ for direction, ○ to shoot

Again, there are six directions to aim in, and at least one of these is the wrong one. If you're taking a penalty during a match, be ready to pounce in the direction of a rebound should the keeper knock the ball back into play.

QUICK START

Now you know a few moves, you're obviously keen to try them out. For the quickest route into a match, follow these instructions.

1: From the Mode Select menu, select Match.

2: Select P1 Quick Start if you're playing solo, or P2 Quick Start if you've got company.

3: Select a team (Fig. 1). We recommend that you start with an at least reasonably capable national or club side. Note the pentagon that illustrates – in an approximate fashion – the relative skill of the team currently highlighted or selected. The five abbreviations are as follows:

TWK – Teamwork
DEF – Defence
TEC – Technique
SPD – Speed
ATT – Attack

4: Select your opponent (choose a fairly weak team for now) or, if this is a two-player match, allow your opponent to choose. It's often customary at this point to complain loudly about a friend's choice of team – "Brazil? But you can't tackle Ronaldinho! It's impossible!" – thus establishing a flimsy pretext for a potential "moral" victory in the event of defeat.

5: Choose kits. Generally, PES5 matches are far more enjoyable if you can easily differentiate between the two sets of players.

6: On the team management screen, you can choose to change players, alter your formation and play around with countless other options. Don't bother for now: simply select "Match Start".

7: Now score more goals than your opponent does before the match ends. This means: concede few or none, and score one or more. You see? Easy!

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PLAY MODES

2

- MATCH MODE
- PLAYER SETTINGS
- SELECT TEAM
- SETTINGS (MATCH)
- MATCH OPTIONS
- LEAGUE MODE
- CUP MODE
- TRAINING MODE

To say that Pro Evolution Soccer 5 has plenty of options is akin to saying that Pele scored goals: it's something of an understatement. The sheer number of settings that can be altered for each play mode is astounding. This chapter is primarily dedicated to explaining how you can customise every PES5 match, league and cup, but it also covers the excellent, feature-packed Training mode.

MATCH MODE

This is the most direct route into a PES5 game, and is the best choice if you want to play "friendly" fixtures against AI-controlled or human opposition.

EXHIBITION

The classic Pro Evo single match experience: customise game parameters, then play.

MEMORIAL MATCH (PS2 AND XBOX VERSIONS ONLY)

The Memorial Match is a simple and very welcome addition to the Pro Evo series feature list. It is a two-player game mode that enables you and your opponent to keep a record of your performances in head-to-head matches, storing facts and figures such as goals scored, shots, fouls, and numerous other statistics. Once PES5 has loaded information for both players it will proceed straight to the Team Select menu, bypassing the Player Settings screen. As the Memorial Match option automatically loads controller preferences and associated settings for both players, this shouldn't be a problem. Besides, you can select the Player Settings option from the Pause menu before kick-off if you urgently need to make any adjustments.

The way the Memorial Match option is accessed differs slightly between formats:

PlayStation 2

To play a Memorial Match, you must have two memory cards that both contain an Option File: player one in the first memory card slot, player two in the second. At the end of the game, match details will be saved to both memory cards.

Xbox

To play a Memorial Match in the Xbox version of PES5, you need at least one Memory Unit to save information for player two. Consult your game manual for further details.

PC

Unfortunately, the Memorial Match option is not present in the PC version. This isn't actually a terrible hardship; part of the pleasure of regular multiplayer PES matches against friends has always been the bickering about who is the better player. Without cold, hard facts to settle the matter once and for all, you can continue to enjoy the cut-and-thrust of vigorous PES-related debate.

At the end of each game, you can also access an exclusive option, "Aggregate Match Stats", that enables you to view information about your head-to-head performance against your current opponent (Fig. 1). You can also access this data in the Options → Museum → Memorial Match menu.

Changes to general game settings (such as Attendance or Match Time) will always be saved to the "home" team Option File (for example, the memory card inserted in slot 1 for the PS2 version). Similarly, only this player will receive PES Points (see PES Shop section in the Extras chapter) after each match.

P1 QUICK START / P2 QUICK START

Use P1 Quick Start and P2 Quick Start to bypass both the Player Settings and General Settings screens before single-player and two-player matches respectively.

PENALTIES

Play a penalty shootout. You have the luxury of your entire squad to choose from, but don't make the mistake of removing your goalkeeper from his position in the first eleven – if you do, you'll end up with an outfield player in goal when your opponents step up to take a shot. Afterwards, you have the option to repeat the shootout, play again with different teams, or return to the Mode Select menu. There are no PES Points on offer for winning penalty shootouts, but it's a good opportunity to practice.

PLAYER SETTINGS

Common to all play modes – though bypassed for Quick Start and Memorial Match fixtures – the Player Settings screen is where you specify the number of players that will participate in a match. You can also adjust other settings here and, if desired, choose the "Manager" or "Fix" (effectively, a player-manager mode) play styles.

HOME & AWAY

Use ✣ to add players. This section of the Player Settings screen is where all human participants choose which side to join. You can also opt to play as manager, or add AI-controlled "virtual" players for co-op matches. All human players other than player one should move their directional pad once to the left to play on the home team, or once to the right to play on the away team (Fig. 1). For example:

Single-player game

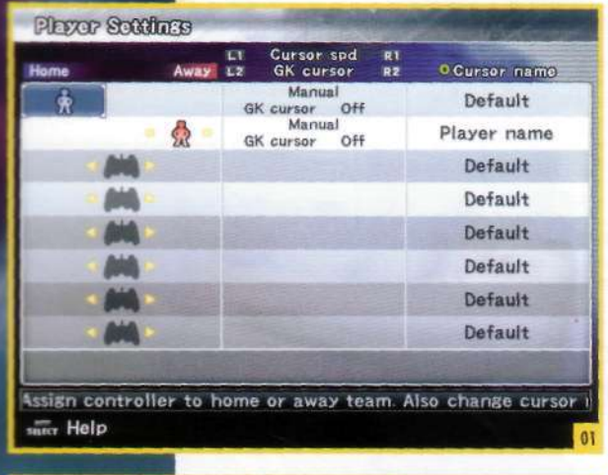
A player icon will automatically appear in the home team slot. For one-player games, you'll generally decide to leave it there, although there's no reason why you can't choose to be the away team.

Two-player competitive game

Both players should use ✣ on their respective controllers to select the home and away slots. As a rule, you'll leave player one in the home team slot, with player two pressing right to pick the away side.

Two-player cooperative game

Both players should use ✣ to select the same column, ie, both press right to set up a fixture in which you play a co-op game as the away team.



MANAGER MODE

Press left (home team) or right (away team) until the "manager" icon appears. In this alternative mode you have no direct control over players, but you do get to pick the team and issue strategic instructions during the game. In multiplayer matches, there can only be one manager per side.

ADDING COM PLAYERS

This feature simulates the experience of playing a co-op match with human players, but with Pro Evo 5's code taking the role of all specified participants. Move ✣ left (if you are playing as the home team) or right (away team) in a free controller slot until the COM co-op icon appears. You can repeat this procedure to add as many COM (AI-controlled) players as PES5 supports. Playing this way is definitely an acquired taste – which is to say, *sans* the enjoyment of playing with real people, you may find the reduction in direct control a touch frustrating (Fig. 2). However, it's a great way to hone your skills if you regularly play co-op matches with friends.

COM VERSUS COM MATCH

If you would like to pit two AI-controlled teams against each other, leave all controller outlines in their default central column. Now press ⊗ to proceed. In these matches you have no control at all over events on or off the pitch: you are an observer, and no more.

CHANGE CURSOR SPEED

Use L1 and R1 to define how quickly you would like the player cursor (for which, read: direct control of each player) to switch from one team member to another, if at all. The default setting is S-Auto (semi-automatic), and there are eight different speeds to select. Eight will enable frequent changes, one relatively few; four is standard, but once you become accustomed to making manual changes with L1 during a match, you may feel inclined to reduce it to level one or two. Two further cursor options can be accessed with L1 on this screen. The first, "Manual", disables automatic cursor changes: only you can switch between players during open play. "Fix" goes even further, limiting control to a single player who you pick before the match begins. This choice can only be altered at the Formation Settings screen, or by pressing ▢ in the Player Settings menu during a match.

GK CURSOR

If the GK Cursor option is set to "On" (use L2 and R2 to toggle the two settings), you can take direct control of your goalkeeper's movement by holding L1 and △. By default, this is set to "Off" – and you should leave it that way until you are 100% sure that you're ready or, indeed, willing to take on the additional responsibility of greater keeper control. See page 70 in the Coaching Manual chapter for more information.

CURSOR NAME

Enables you to choose the text that appears above each player. Move the cursor to the required row, press ○, and then use ✣ to cycle through available options. Default and Player Name are always available, but you can also load the name of the profile saved in your Option File if you wish. If you stick with "Default", a simple indicator – "1", "2" and so forth – will appear above active player(s). With "Player Name" selected, the name of the footballer under control will be displayed instead (Fig. 3).

LOAD ALL SETTINGS

Use this option to load information – including player settings and button configurations – from an available Option File.

FORMAT DIFFERENCES

The number of simultaneous players supported is different in the PlayStation 2, Xbox and PC versions of PES5 – as the following table explains.

PlayStation 2

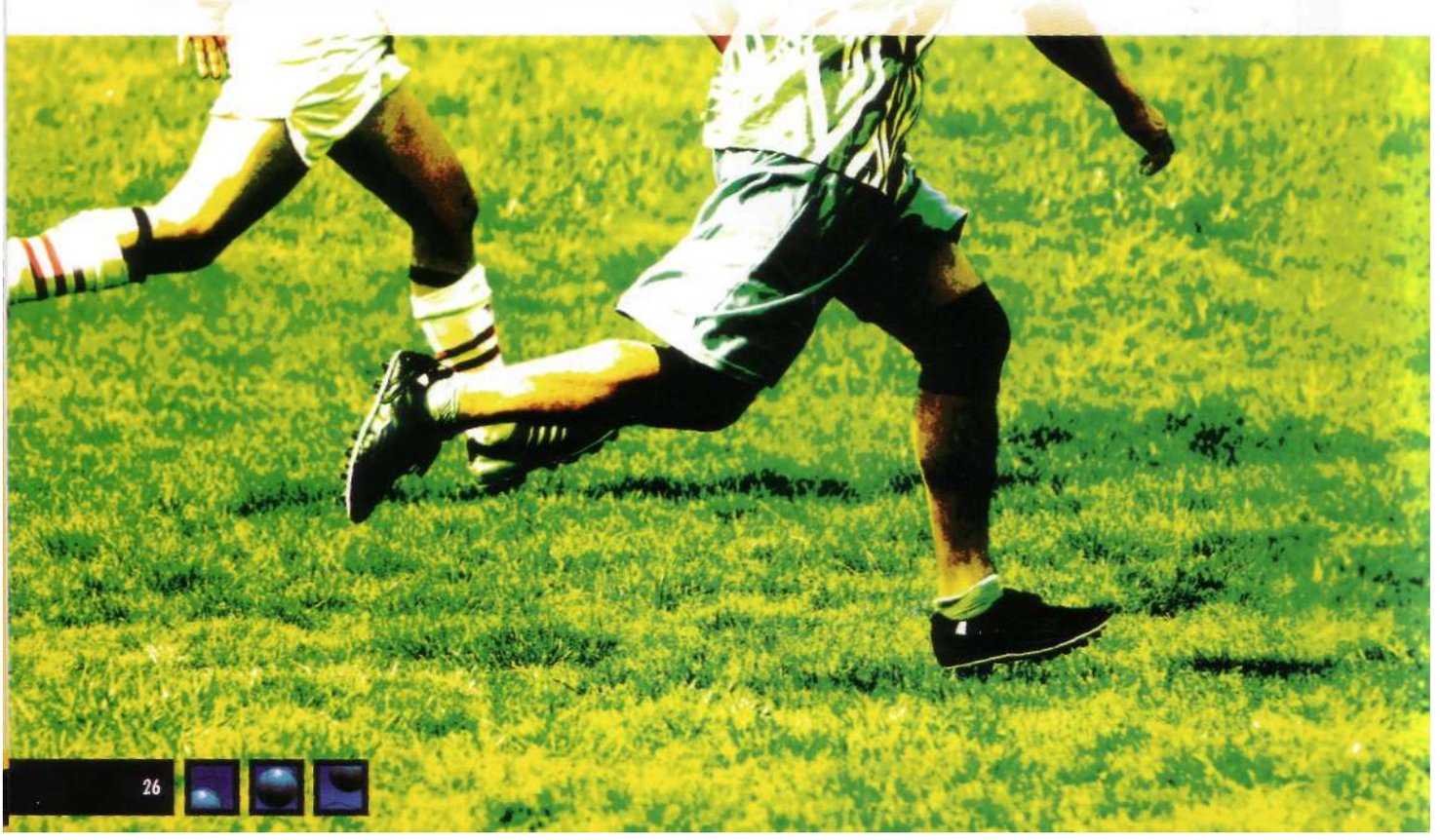
Pro Evolution Soccer 5 supports up to eight simultaneous players in both cooperative and competitive matches. As well as the requisite controllers, you will need one PlayStation multi-tap to play with three to five players, and two multi-taps to play with the maximum eight. Consult your game manual for details on how to connect these devices.

Xbox

Pro Evolution Soccer 5 supports up to four simultaneous players in both cooperative and competitive matches. All you need is a quartet of friends and controllers.

PC

The PC version of Pro Evolution Soccer 5 supports up to eight simultaneous players. Consult your game manual for more details on how to configure compatible controllers and play multiplayer matches.



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SELECT TEAM

The Select Team screen has been redesigned for Pro Evolution Soccer 5 (Fig. 1). National sides are now separated into regional menus (specifically, Europe A, Europe B, Africa, The Americas and Asia/Oceania). Club sides are sorted by division (England League, French League, German League, Serie A, Eredivisie, Liga Espanola; other assorted sides can be found in Other Leagues A and Other Leagues B). You can also load a saved Master League team. Use ⊕ to highlight the required icon, then ⊗ to view the sides in a submenu. You can cycle through all the submenus with L1 and R1. When satisfied with your selection, press ⊗ to proceed or, if you're playing against an AI-controlled team, choose your opponent.

At the centre of the screen you will notice a pentagon annotated with five abbreviations: TWK, DEF, TEC, SPD and ATT (respectively, Teamwork, Defence, Technique, Speed and Attack - see Table 1). As you highlight a team, a wireframe shape will appear inside the pentagon. The closer the five points of this polygon are to the five points of the exterior pentagon, the more skilled that team is.

If you prefer, you can choose a random team. Place the cursor on one of the National or Club icons, then hold and release □. Press ⊗ to formally accept the side that fate has given you. You can also choose a random team from within a particular submenu – for example, if you want to play as a French side, enter the French teams menu, and then hold □.

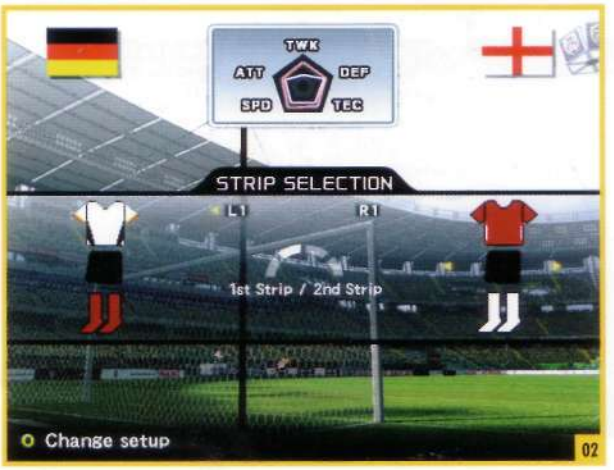
In multiplayer matches, having both players use the Random button to select their team is actually a great way to play. Deprived of familiar stars in the often mismatched fixtures that ensue, you'll find that your skills improve rapidly as you struggle to keep a clean sheet as Saudi Arabia against a rampant Brazil, for example. It's a strange fact, but it can actually be harder to win while controlling a great side. With so many able players at your disposal, you may find it hard to quell a hankering to attempt crowd-pleasing (but risky) tricks. If you're playing as a weaker team, your priorities tend to be to score without conceding, and nothing more. Try it and see.

STRIP SELECTION

Every team in Pro Evolution Soccer 5 has first and second choice kits. On the Strip Selection screen, you can cycle through four combinations of home and away strips for the two sides. A new feature in PES5 is the ability to fine-tune the kits by switching between first and second choice socks, shorts and shirts (Fig. 2). Press ○ to access this function. Now use up and down on ⊕ to move through the three kit elements; left and right switch between the different choices in each of the three body areas. If playing a single-player game, use L1 and R1 to move the cursor between the two kits. Press ⊗ to confirm, and again to progress to the next menu.

TABLE 1

Teamwork	How well the side works as a unit. As in real life, some teams may be made up of highly talented individuals that don't quite gel as a collective entity.
Defence	A measure of how strong a team is defensively.
Technique	Teams with a high number of technically gifted players – that is, individuals with high passing, dribbling and ball control attributes – will score highly in this category.
Speed	Does the team contain a number of players with lightning pace?
Attack	Indicates how potent a side is as an attacking force.



GENERAL SETTINGS (MATCH)

Configure the forthcoming match to suit your requirements (Fig. 1). Use L1 and R1 to move between the two pages, and press △ to return to previous screens (Strip Selection, Select Team and Player Settings). If the Auto Save feature is enabled, changes made at the General Settings and Player Settings screens are saved when you return to the Mode Select menu after finishing a match.

TO FORMATION SETTINGS

In terms of settings, this is the point of no return: once you venture forth to the Formation Settings screen, you can no longer skip back a page with △. Choose this when you're ready to head into the dressing room to prepare your team for the match ahead.

ENTRANCE SCENE

If you never tire of the sights, sounds and superlative presentation of PES5's pre-match sequences (Fig. 2), set this option to "Yes". If, like most players, you appreciate the lush visuals but prefer to just get on with the game, choose "No".

DIFFICULTY

Applies to matches against AI-controlled opposition. There are five basic settings and a further, ultra-hard sixth (initially unavailable) to choose from.

★☆☆☆☆

At this level, matches against AI teams are like playing the Brazilian World Cup-winning side of 1970... as they are *today*. Your opponents will barely break into a jog, let alone sprint, and are reluctant to commit to challenges unless you actually deliver the ball, gift-wrapped, to their feet. Easy to tackle, physically unimposing and unwilling to jump for headers, they can nonetheless pass the ball reasonably well – if given time, and perhaps a friendly hint or two.

Recommended to: People who feel uncomfortable holding a joypad, let alone interacting with it, or reasonably competent PES players who would like to once, just once, dribble the length of the pitch en route to scoring with their goalkeeper.

★★☆☆☆

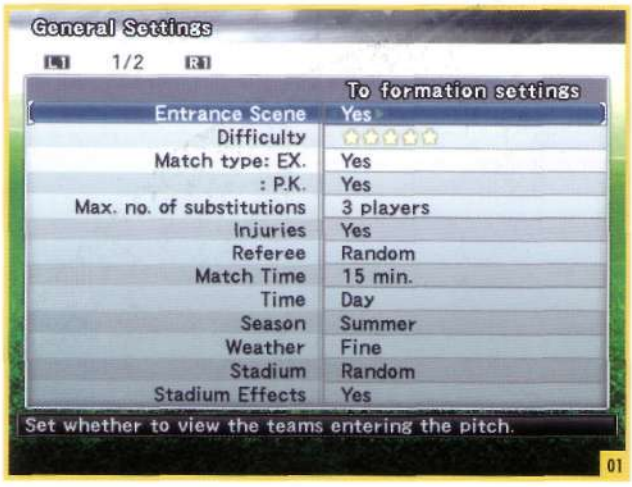
Your opponents on the two-star difficulty level share the same deep-rooted aversion to sprinting as their one-star equivalents, but they now close down your players, and won't hesitate to steal the ball from your feet if given a reasonably clear view of it. There's something slightly ponderous about their build-up play, but AI teams at this level will offer a solid challenge to first-time PES players.

Recommended to: Soccer history is replete with stories of individuals who, released as teenagers by major clubs, fought their way back up from lower leagues to become successful international players. If you are a Pro Evo newcomer and find the default three-star difficulty level too demanding while struggling to get to grips with its controls, there's absolutely no shame in dropping down to this level. Anyone who suggests otherwise will be on the receiving end of an immediate red card. Understood?

★★★☆☆

The "out-of-the-box" difficulty setting. If you're accustomed to playing PES5 at higher settings, there seems to be a tangibly indolent air to the AI players at this level, but they're competitive (if not fiercely so) and pass the ball well. It's at this three-star difficulty level that PES5's credentials as a (if we may say so, superbly observed) simulation become apparent: this *is* football. Try to dribble the ball the length of the pitch, and you'll invariably be made to look foolish. Play intelligently, using your knowledge of real-life football as a guide, and you'll soon appreciate why the PES series is the purist's choice.

Recommended to: All readers not entirely *au fait* with the flow and finesse of the Pro Evolution Soccer games should start at this level. It's going to be hard at first, granted, but never unreasonably so. Additionally, if you're a divorcee seeking solace after fleeing an unsatisfying marriage to another football title, this is the best level to start at. Don't assume that your skills are transferable: they're not.



★★★★★

Even modestly gifted players can hold onto the ball on this setting: you'll have to mark your opponents carefully, and avoid making rash challenges. Even teams traditionally described (in diplomatic terms) as "international minnows" and "relegation candidates" are hard to break down, and will fight to the last.

Recommended to: Those who find that they are winning the vast majority of their games on the three-star setting. Pro Evo 4 virtuosos should also start here.

★★★★★

Teams at this level will rarely surrender the ball cheaply, and will punish every error you make. They are superbly organised, their technique is above reproach, and they will dominate matches unless your ball-winning skills have been honed to perfection.

Recommended to: Pro Evolution Soccer 5 players at the top of their game.

★★★★★★

NOTE: Six-star difficulty level must be bought from the PES Shop (see PES Shop section in the Extras chapter) before it can be used.

AI teams at this level play as if managed by a coach who is a combination of Jose Mourinho, Fabio Capello, Alex Ferguson and Ottmar Hitzfeld; they are clinical, ruthless and won't give you a second to think. Many outstanding PES5 players will find matches on the six-star difficulty level infuriatingly hard to beat, and only a tiny elite will ever truly master it.

Recommended to: The best of the best, or curious players with masochistic tendencies.

MATCH TYPE: EX

Would you like to play the regulation thirty minutes of extra time in the event of a draw? If so, select "Yes". You can also choose to play with the Golden Goal and Silver Goal rule permutations enabled, or disable extra time entirely. With the Golden Goal rule, the first goal in extra time wins the match; with Silver Goal, a goal scored in the first half of extra time wins the match outright if the opposing side fails to equalise before the end of the fifteen minutes.

MATCH TYPE: PK

Select "Yes" if you would like drawn matches to be decided by a penalty shootout. Note that penalties are automatically activated if you select the Silver Goal extra time option.

MAX NUMBER OF SUBSTITUTIONS

Choose the number of substitutions permitted during the match. Three is the standard amount, but you can change this to anything between none and seven. The former choice can be interesting if you're hankering for an authentic pre-1960s football experience when, with no substitutions permitted, injuring an opposition player really *meant* something.

INJURIES

A digital choice: yes or no. If injuries are disabled, players become adamantine, unbreakable supermen. If they are activated, players will leave the field for treatment after being injured (Fig. 3), suffer impacts that immediately render them less effective or necessitate their immediate substitution, and even – in a new addition to the series – occasionally stay down after a challenge that the referee deems legitimate. You will even see instances where a player has an injury (inflicted earlier but unnoticed at the time) discovered and reported at a later point in the game.

REFEREE

Each match official in PES5 has a simple "personality" based on parameters that dictate how likely they are to react to events on the pitch and, when they do so, the severity of the subsequent punishment. Some referees can be fussy and intrusive, frequently interrupting the flow of play after very minor infractions; others will happily permit a more "physical" style of game. Similarly, while one referee may only reach in to his pocket for a yellow card after a tackle that could best be described as "attempted manslaughter", another might be – at least by comparison – inclined to book players for simply making eye contact with their opponents.

Generally, the "Random" option is best for most games, as not knowing how a referee will behave is all part of the PES5 challenge. For more details on the behaviour of match officials, see page 103 of the Coaching Manual chapter.

MATCH TIME
You can set the match duration (not including additional stoppage time added by the referee) to 5, 10, 15, 20, 25 or 30 minutes. The default setting is 10 minutes. The vast majority of Pro Evolution Soccer fans don't even consider changing this, for one simple reason: it's just about right. That doesn't mean that you shouldn't, though. You may find that, for games against friends at least, increasing the duration to 15 or 20 minutes may give both participants time to enjoy a more thoughtful style of play with less emphasis on a high-speed, box-to-box, tit-for-tat wars of attrition.

TIME
When would you like the match to take place? Will it be a floodlit midweek European match, or a Saturday afternoon kick-off?

SEASON
Choose from Summer, Winter and Random. Note that the Snow weather effect (see below) can only be selected if the season is set to Winter.

WEATHER
The choices are Fine, Rainy, Random and, if the Season is set to Winter, Snow (Fig. 4).

STADIUM
There are many stadiums to choose from in Pro Evolution Soccer 5, 33 of which are available immediately for use in Exhibition matches. The rest can be unlocked from the PES Shop (see PES Shop section in the Extras chapter). For an unabridged tour of the available venues, turn to the Stadium Guide section in the Extras chapter. Use ⊕ to move through the destinations, L2 and R2 to skip between groups of stadiums specific to PES5 regions (for example, jump from Europe A to Europe B), and ○ to set a stadium as your default home or away venue. This will be saved to your Option File once you return to the Mode Select menu after the game.

STADIUM EFFECTS
Enable this option to have fans let off flares, and to see occasional close-up shots of the crowd when, for example, a goal is scored. This has no influence on the match – it's an aesthetic choice, and nothing more.

BALL TYPE
This option is unavailable until unlocked in the PES Shop. Once you hand over the required PES Points, it enables you to choose from eight different types of match ball: the adidas Pelias II, the adidas Finale, three versions of the adidas F50 X-ite, the adidas Finale Orange, a "classic" black-and-white ball, a plain ball, or a random choice. See PES Shop section in the Extras chapter for more Information.

BALL EFFECT
Again, this option cannot be enabled until bought from the PES Shop (see PES Shop section in the Extras chapter). When activated, it adds a "rainbow" effect to the ball during replays.

CONDITION: HOME / CONDITION: AWAY
By default, players in PES5 (and in all previous games in the series) are attributed with a "condition" arrow before you reach the Formation Settings screen. These are red (excellent), yellow (good), green (normal), blue (poor), and grey (terrible). With the exception of the green arrow, these indicate tangible (but invisible) bonuses added to, or penalties deducted from, player stats. This system is explained in much greater detail on page 45 of the Team Management chapter.

Use these two options to specify the condition of all players in the home and away squads. Experienced Pro Evo players always leave the Random setting enabled – it's much more realistic, and adds to the challenge of each game – but they can be useful if used as a handicap for fixtures between human players of varying ability (Fig. 5).

SUPPORT STANCE
Determines the allegiance of the fans in the stadium. They support the home team on Home & Away, both sides on Neutral, and the player-controlled side on Player (although, in multiplayer matches, this setting will automatically revert to Neutral).

ATTENDANCE: HOME / ATTENDANCE: AWAY
How well attended will your match be? On no stars, you'll hear little more than an occasional ripple of polite applause, the referee's whistle echoes, and you'll see empty seats throughout the stadium. You will attend more exuberant funerals in your life. On one star there's very clearly a crowd present, and you can hear them chant, clap and chatter. They're not amazingly noisy, though, and there are, again, plenty of empty seats. Two stars is a typical top-flight match: the supporters are plentiful and boisterous. Three stars is a sell-out match, and the volume levels are appropriate for a derby at, say, the San Siro or Anfield, or an international fixture between Germany and Holland, or England and Scotland.

FORMATION SETTINGS
This is your final pre-match destination before the game begins. Pick your team, play around with your formation, and adjust settings too numerous to recount within the limited confines of this chapter. Turn to the Team Management chapter on page 44 to learn more.

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MATCH FEATURES & OPTIONS

This section offers advice on using match features such as replays, adjusting the options in the Pause menu, and viewing match information at 45, 90, 105 and 120 minutes intervals, and at full time. If you're looking for advice on how to actually play, you're in the wrong chapter. Turn to the Coaching Manual on page 62.

REPLAYS

REPLAYS (AUTOMATIC)

Pro Evolution Soccer 5 offers automatic replays of interesting moments in the match, including saves, near misses, fouls and offside decisions (Fig. 1). These can be skipped with START or ⊗. When a goal is scored, PES5 will show two automatic replays before offering an interactive replay. If you wish, you can cancel these two initial sequences individually with ⊗, or skip straight ahead to the interactive replay by immediately pressing START.

REPLAYS (INTERACTIVE)

When a goal is scored or you select Replay from the Pause menu, you can view an interactive recording of approximately eight seconds of action (Fig. 2). During multiplayer matches, control of these replays – including the ability to return to the game – is restricted to the player who actually scored (or embarrassingly conceded an own goal). The following table (Table 1) explains the various button commands you can use.

TABLE 1

□	Save replay. Simply move the cursor to a spare slot, and then press ⊗ to save.
⊗	Change view. You can cycle through a number of different camera perspectives, from a bird's-eye view to an extreme close-up.
○	Play replay. Hold to slow the action down.
△	Pause replay.
L1 & R1	Rotate camera left and right.
L2 & R2	Move camera focus from the ball to any player on the pitch.
✣ ← & →, ✣ ← & → + ○, ✣ ← & → + △	Play and rewind the current replay when held in either direction. Hold ○ as well to speed things up, or △ for super slow motion. The latter is perhaps a little too ponderous for anything but observing the briefest of skilful touches or tricks.
✣ ↑ & ↓	Zoom in or out.
L ↑ & ↓, L ← & →	Move up or down to zoom in and out, left and right to rotate the camera.
R	Move left to rewind the clip, right to play. The angle of the stick influences the speed of the replay. Press it slightly to the right for slow motion, and to its fullest extent for almost real-time speed.
SELECT	Toggle the controls display on or off.
START	Exit replay and return to match or Pause menu.

01

02

PAUSE MENU

Press START to pause the action and access the following options:

RESUME MATCH
Leave the menu and return to the action (or, alternatively, just press △). Note that in multiplayer matches, only the player that presses START can interact with the Pause menu.

FORMATION SETTINGS
Need to fine-tune your strategy? Select this option to return to the Formation Settings screen.

SELECT KICKER
During dead-ball situations, use this option to choose your kicker and, if the set-piece involves two players standing over the ball, his teammate (see page 94). It is unavailable at all other times.

CHANGE PLAYER
If you want to make a quick substitution and don't need to make any accompanying tactical adjustments, visit this screen (Fig. 3). The eleven players on the left are your first team, the players on the right your available substitutes. The number of replacements you have remaining is displayed in the top left-hand corner of the window, and you can toggle between position icons and stamina levels with L1 and R1. To substitute players, or to move players around within your current first eleven, select a name with ⊗, then highlight a second player and confirm the switch with ⊗. You can cancel with △ prior to making a change, or reverse decisions by exchanging the same two players for a second time before you return to the game. Press △ to return to the Pause menu.

PLAYER SETTINGS
This option takes you to the standard Player Settings screen. See page 25 for details. You can use this menu to change sides during a match, or to introduce additional players.

CAMERA TYPE
Pro Evolution Soccer 5 has 13 different camera views in all. The first eleven, available from first play, are Normal (Close, Medium and Long), Wide, Broadcasting (1, 2 and 3), Zoom, and Vertical (Close, Medium and Long). A further two camera options can be unlocked in the PES Shop: "Bird's-Eye" (a surprisingly playable overhead perspective) and "Player" (which follows the active player). See PES Shop section in the Extras chapter for more details.

While such variety is admirable, you'll find that Normal Long and Wide (Fig. 4) are by far the best cameras to use. Which one you eventually settle for is a matter of personal taste. Wide certainly offers the clearest view of the pitch and other players, reducing your reliance on the radar to pick out distant teammates with passes, but Normal Long looks better and offers a closer view of the immediate action.

There are two further options you can adjust in the Camera Type menu:

Tailing Camera: As standard, the game camera follows the ball during matches. We strongly recommend that you leave it that way. However, if you would like to have the camera jump to follow the active player, you can enable that feature here. In matches with the player cursor set to Semi-Auto, this leads to extremely disorienting leaps between players. With the cursor set to Fix, though, it can add a new dimension to matches in which you take on the role of a single team member. See page 26 for more details.

Camera Angle: Use L1 and R1 to adjust the movement of the game camera along the touchline in Normal, Wide and Zoom modes. This option is unavailable in the Broadcasting, Vertical and Bird's-Eye modes, and is activated as standard in Player mode.

SCREEN SETTINGS
This menu enables you to customise Pro Evolution Soccer 5's onscreen displays (Fig. 5).

1. Time (On/Off)
2. Score (On/Off)
3. Radar (Bottom/Top/Translucent; use left and right on ✣ to set position of Translucent radar)
4. Icon Colour (various settings)
5. Name Plates (On/Off)
6. Attack/Defence Level (On/Off)
7. Strategy Marks (On/Off)
8. Stamina Gauge (On/Off)

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SOUND SETTINGS
This menu is covered in the Options section of the How to Play chapter on page 13.

BUTTON CONFIGURATION
The Button Configuration menu is explained in the Options section of the How to Play chapter on page 12.

COMMAND LIST
Offers a series of simple text windows that show button commands for many basic and advanced moves. Use L1 and R1 to move through the six pages, and ✣ to scroll up and down.

REPLAY
View an instant replay of the action up to the moment you pressed START. This option is unavailable when displayed in grey text.

QUIT MATCH
Choose to play again with different teams, or exit to the Mode Select menu.

MATCH MENUS

HALF-TIME & OTHER INTERVALS
At half-time – or, if you have extra time enabled, 90 minutes, 105 minutes and 120 minutes – you can watch the highlights of the match so far. Use ⊗ to skip the current highlight and move on to the next, and START to exit. You can also visit the Formation Settings screen to make changes (but not before a penalty shootout), or view pertinent facts and figures at the Match Details and Individual Game Records screens.

PENALTIES
It may be a cruel, arguably arbitrary manner in which to end 120 minutes of competitive skill and endeavour, but penalty shootouts are often the setting for some of the most exciting and memorable moments in football history. From Stuart Pearce's fiery emotional response after finding the net against Spain in Euro 96, to Roberto "Codino Divino*" Baggio's miss against Brazil in the 1994 World Cup final, they're usually highly dramatic events!

06

If penalties are enabled on the General Settings screen, or are a mandatory feature of the cup competition you are playing, select "To Penalties" to proceed to the shootout after the referee signals the end of play. Use ✣ and ⊗ to select players and swap their positions in the penalty-taking order (Fig. 6). The players at the top of the list kick first, those at the bottom go last. Press △ to confirm your selection, followed by ⊗ to begin the shootout.

During penalties, the current score – represented by noughts (0) for goals and dashes (–) for misses – is displayed in the top right-hand corner of the screen. Should you feel the need to escape the tension by pressing START for a moment's respite, you'll see a rtruncated Pause menu: the only options are Resume Match, Player Settings, Sound Settings, Button Configuration and Quit Match. Don't fret – most of the standard options are completely irrelevant during penalties.

FULL TIME
Once the referee blows the final whistle, you'll see the final match highlights. Again, use ⊗ to skip a piece of footage, or START to exit. You can now access the following options.

PLAY AGAIN WITH SAME TEAMS
Takes you directly to the Formation Settings screen. The rematch will take place with the same General Settings – Match Time, Difficulty, Referee, et al – as your previous game.

TO MODE SELECT MENU
Return to the Mode Select menu immediately. Any changes made to options screens (such as General Settings and Button Configuration) will be automatically saved (along with any newly-acquired PES Points) if you have the Auto Save option enabled.

PLAY AGAIN WITH DIFFERENT TEAMS
Enables you to change teams. Once you have selected both sides, you will proceed immediately to the Formation Settings screen. Again, the match will take place with the same settings as your previous game.

MATCH DETAILS
This menu provides detailed information on match stats, events, goals, shots and ball possession. You can cycle through the screens with L1 and R1.

Match Record: The facts and figures on this screen provide a good general barometer of how both teams have performed. If you ever have a match against a friend where everything is one-way traffic; you utterly dominate in all areas of the park, watch your shots cannon from the crossbar and posts, but somehow fail to score, and then look on in horror as your opponent bags a scuffed winner in stoppage time, visit this screen. With due indignation, point out how the stats, the hard facts of the match, tell a sorry tale of a superior team cruelly robbed. It won't help, of course, but it's as good a way as any to let off steam. It's also far less expensive than that other classic expression of PES-fuelled rage: hurling your controller away while denouncing everything in creation bar, curiously enough, your own lack of ability.

Game History: All notable match events – shots, fouls, goals, corners and so on – are documented here. Use ✣ to scroll up and down.

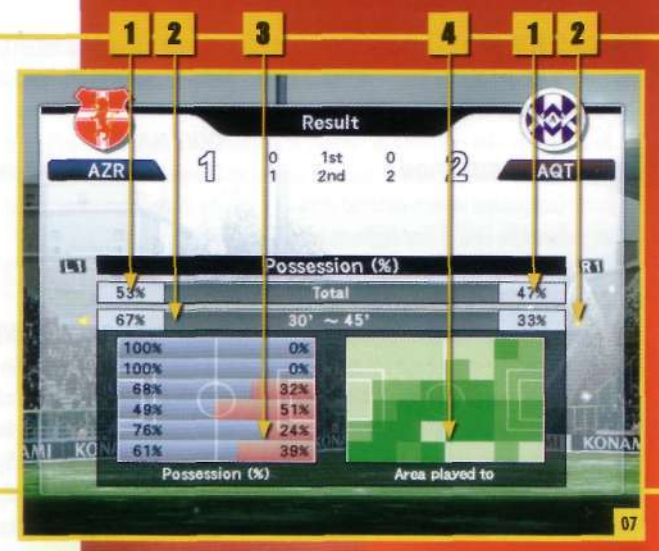
Scorer(s): Displays the names of goalscorers (if any), and exactly which point in the match they hit the net.

Card Record: If there have been bookings or dismissals, this screen will be made available to offer a record of such events. If the referee keeps his cards in his pocket throughout the game, this page will not appear.

*Means "Divine Ponytail" in English. He did, indeed, have a ponytail for a large part of his career – hence the nickname.

Possession (Fig. 7):

1. Total possession over the entire match.
2. Possession during 15-minute periods. Use left and right on ⊕ to move through the entire match.
3. Possession levels for each 15-minute period, separated into six sections.
4. Illustrates where the action took place during each 15-minute slice of play. The darker the green, the more time the ball spent in that particular part of the pitch. This can be very useful to find potential weaknesses in your game. For example: if you are struggling to score, and you can see that you tend to neglect one touchline entirely, perhaps it's time to add a little more variety to your wing play.



Total Shots On Goal: Use ⊕ to view diagrams of shots on goal for both sides. These are indicated by the squad number of the player responsible, and are sorted by the 15-minute period in which they occur: 0 to 15 minutes, 75 to 90 minutes, and so on. If a player has scored, his number will be highlighted in white text inside a red circle. A player providing an "assist" – that is, the teammate that played the telling through-ball or cross that led to the shot or header, if relevant – will have his number highlighted in white text inside a blue circle.

Change Player: Documents all substitutions made during a match. If both teams finish the game with their first elevens, it won't appear.

Result
Individual game records
Azur
Rating
Aquitaine
GK 30 Roma 5.0 6.5 Ramé 16 GK
DF 27 Rodriguez 5.5 6.0 Afanou 21 DF
DF 32 Givet 5.5 5.0 Planus 27 DF
DF 13 Maicon 5.5 5.5 Jemmali 2 DF
DF 3 Evra 5.5 5.5 Jurietti 6 DF
MF 15 Zikos 5.5 5.5 Mavuba 24 MF
MF 7 Bernardi 5.5 5.5 Faubert 18 MF
MF 8 Kallon 6.5 6.0 Smicer 39 MF
MF 6 Plasil 6.5 6.0 Cheyrou 40 MF
FW 24 Adebayor 6.0 6.0 Chamakh 29 FW
FW 10 Chevanton 6.0 8.5 Darcheville 9 FW
Responded to shots with precise judgment.
Minutes
Details
08

INDIVIDUAL GAME RECORDS

Once the final whistle blows, players are given a rating based on their achievements during the match (Fig. 8). A 5.5 would indicate a performance typified by inactivity, ineffectuality or incompetence, while a 9.0 would be an acknowledgement of magnificent, match-winning feats. The man of the match – not always the player with the highest rating – is highlighted with a star. In addition to this, comments will sometimes appear when you move the cursor over certain player names with ⊕. A typical example would be: "Couldn't manage to lead his team to victory, but still showed his scoring ability with the equalising goal."

You can interact with this screen in two ways. The first is to press ▣ to toggle between position icons (DF, MF, FW and so forth) and a display indicating how many minutes each player spent on the pitch. Of far more interest, however, is the option to view an in-depth breakdown of each player's performance with ⊗. These subscreens contain an almost unwholesomely detailed account of what each individual got up to during the match: shots, passes, time spent dribbling, cards, fouls... the list goes on and on.

With L1 and R1, you can view a number of diagrams that show where each player operated on the pitch during the full match. Possession Of Ball shows the areas of the pitch where the specified individual actually had the ball at his feet, Area of Play shows his general movement, and Area Played To shows the areas of the pitch that the player passed the ball towards. Press ⊗ to view a list of passes that involved the chosen squad member (who passed to that player, who they passed to, and how often). Return to the pitch diagrams with △. Finally, you can quickly cycle through the two sides on this subscreen with L2 and R2.

AGGREGATE MATCH STATS (MEMORIAL MATCH ONLY)

Select this option to view overall saved match stats for both players after Memorial Match games. You can also access this information in the Options ➜ Museum ➜ Memorial Match screen.

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LEAGUE MODE

Smaller, less complex and easier to get to grips with than the enormous Master League, the League play mode enables you to participate in six predefined European leagues, or the adjustable International League. In true Pro Evo tradition, there are plenty of options to play with. Select New Game to create a league, or Load Game to resume a saved campaign.

GENERAL SETTINGS (LEAGUE)

PROCEED TO TEAM SELECT

When happy with your juggling of the available settings, select this option to proceed.

LEAGUE

Choose one of seven competitions (Table 1).

The following general rules apply to all League competitions:

- Maximum of three substitutions per team during a match.
- Red card results in immediate dismissal.
- Receiving a second yellow card during a match results in immediate dismissal.
- No extra time or penalty shootouts in league games; they are, however, used in Cup matches (if "Cup Matches During Season" option is enabled).
- 3 points for a win, 1 for a draw, 0 for a defeat.

SEASON (INTERNATIONAL LEAGUE ONLY)

If you would prefer to participate in a half season – that is, play each team once rather than twice – you can adjust that option here.

ELIGIBLE TEAMS (INTERNATIONAL LEAGUE ONLY)

Choose between Club and National teams, or pick a mixture of both.

CUP MATCHES DURING SEASON

If you would like to have a knockout cup tournament take place during the season, select "Yes". Note: this setting is not available if more than one human player is participating in the league.

NUMBER OF TEAMS (INTERNATIONAL LEAGUE ONLY)

The International League can take place with between 2 and 20 teams.

NUMBER OF PLAYERS

Enables you to specify the number of human participants in all League seasons. Unless you have 19 friends with an unusually huge amount of free time, the fully customisable International League is the best choice for arranging smaller ad-hoc competitions that won't take entire days (or even weeks) to complete. You do not need to specify more than one player here if you intend to play a co-op game. Use the Player Settings screen to add (or remove) human players from your team.

TABLE 1

	Teams	Eligible Clubs/Squad Size	Yellow Cards	Red Cards
Serie A	20 (1-20 human players). Teams play both home and away fixtures for a total of 38 matches.	Italian sides only. Seven subs permitted on bench.	Ban from next match after accumulating four yellow cards. Subsequent bans after three, two and finally one yellow card; thereafter, total returns to four before ban.	One match suspension.
Eredivisie	18 (1-18 human players). Teams play both home and away fixtures for a total of 34 matches.	Dutch sides only. Seven subs permitted on bench.	Ban from next match after accumulating three yellow cards.	One match suspension.
Liga Espanola	20 (1-20 human players). Teams play both home and away fixtures for a total of 38 matches.	Spanish sides only. Seven subs permitted on bench.	Players are banned for one match after accumulating five yellow cards.	One match suspension.
England League	20 (1-20 human players). Teams play both home and away fixtures for a total of 38 matches.	English sides only. Seven subs permitted on bench.	Players are banned for one match after reaching both five and eight yellow cards. Three match ban after reaching 12 yellow cards.	Three match suspension.
French League	20 (1-20 human players). Teams play both home and away fixtures for a total of 38 matches.	French sides only. Seven subs permitted on bench.	Players are banned for one match after accumulating three yellow cards.	One match suspension.
German League	18 (1-18 human players). Teams play both home and away fixtures for a total of 34 matches.	German sides only. Seven subs permitted on bench.	Players are banned for one match after accumulating three yellow cards.	One match suspension.
International League	2-20 (1-20 human players). Choose to play each team either once (half season) or twice (full season).	All international and club sides. 12 subs permitted on bench.	Players are banned for one match after accumulating two yellow cards.	One match suspension.

ENTRANCE SCENE
Choose from Yes, No and Only Important Matches. The latter option can be quite fun if you want a heightened sense of occasion for, say, a cup final, or a top-of-the-table clash between two title contenders.

INJURIES
An added complication in League seasons is that players who suffer injuries can (and often will) subsequently take time to recover. This can be anything between one match and, if you're really unlucky, beyond the end of the current campaign. It's a feature that adds welcome realism, but will your enjoyment of the league be ruined if one of your star players is badly injured for most of the season? If that's likely to be the case, you should consider setting this parameter to "No".

ACCUMULATED FATIGUE
With this option enabled, players will gradually tire as they play in consecutive games – just as in real life. In Pro Evolution Soccer 5 this is simulated in a slightly exaggerated manner that encourages regular squad rotation. The rate at which fatigue grows varies from player to player. In short, this feature adds an additional strategic element to the management of your team. Will you play your exhausted star striker in a vital clash against a title rival, or rest him for the following cup game? You can find a more thorough explanation of PES5's player fatigue system on page 45.

STRIP SELECTION
Select "Yes" to choose strips for both teams before each match. Although PES5 is very good at selecting kits that don't clash, you will always be a better judge of which strip combinations will work best for you. If you have adjusted or created kits in the Edit mode (see Edit Mode section in the Extras chapter), it's vitally important that you enable this option.

AUTO SAVE
With this option activated, League data will be saved after every match. It's not essential that you select "Yes", though – you can save your progress manually provided that you are not playing a fixture.

CHANGE GENERAL SETTINGS
If you would like to change certain General Settings once the League season has begun (including options such as Difficulty and Match Time, among others), set this option to "Yes".

OTHER OPTIONS
As there are settings common to multiple play modes, the following reference table provides page numbers of League options that are covered elsewhere in this chapter.

Option	Page
Match Time	30
Difficulty	28
Ball Type	30
Ball Effect	30
Stadium Effects	30
Support Stance	30

TEAM SELECT
If you are playing one of the six national leagues, select your side (and teams for other human participants, if required), then press ⓞ to automatically fill the remaining spaces. If you have selected the International League, you can either manually select the sides from the menus (Fig. 1), or press ⓞ for random opponents. Select Player Registration to load Option File settings for human participants.

PLAYING A LEAGUE SEASON
Once the season begins, the menus you will encounter in League mode are very easy to use (Table 2).

TABLE 2

To Next Match	Select kits (if you have enabled the option in the General Settings menu), then proceed to the Formation Settings screen.
Set Formation	The Formation Settings screen. Changes made from here are automatically stored in the memory and will remain until altered at a later date. This option does not appear in league competitions involving more than one human player.
Data → Calendar	View fixtures and results. A trophy icon indicates that a cup match will take place after the league match for that date has been played.
Data → League Match Info	Access the Rankings Table, Team Information and Goal & Goal Assist screens.
Data → League Match Info → Rankings Table	View the current league table.
Data → League Match Info → Team Information	View information on every participating team, including wins, losses, goals, assists, injuries and more. Use L1 and R1 to cycle through the sides.
Data → League Match Info → Goal & Goal Assist Rankings	View top scorers and the most creative players in the division. Switch between the two screens with L1 and R1.
Data → Cup Info	View information specific to the cup tournament (if activated).
Data → Cup Info → Group League Ranking	If your current league's cup begins with a "group" stage – a four-team mini-league in which each team plays the other three once – you can select this option to see the current standings. If your current league's cup does not use this format, this option will be unavailable.
Data → Cup Info → Tournament Table	View information on the current season's cup (or the knockout phase following a group stage, if relevant).
Data → Cup Info → Team Information	This works in the same way as the equivalent league screen, but with information specific to the cup competition.
Data → Cup Info → Goal & Goal Assist Rankings	Find out who the stars of this year's cup are.
Data → Records Room	View information collected since the start of your league session.
Data → Records Room → Total Goal and Assist Rankings	If you play more than one league season, this screen provides a cumulative record of the players with the highest numbers of goals and assists.
Data → Records Room → Season Results	View your team's stats for up to 15 previous seasons.
General Settings	If you set the Change General Settings option to "Yes" prior to starting your current league, you can fine-tune certain aspects of the competition here.
Save	Record your progress.
To Mode Select Menu	Exit to the Mode Select screen. Warning: remember to save your progress before you use this option!

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CUP MODE
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CUP MODE

The Match Mode is perfect for a few quick games, League Mode is suitable for a couple of weeks of dedicated play, and committing to a Master League game is tantamount to sacrificing your social life on a PES5-branded altar.* Cup Mode, by contrast, is the best choice if you want a solid evening of Pro Evolution goodness that can – and here's the clever bit – be concluded in a single sitting.

If you have a previous Cup Mode saved, you can resume it here. Alternatively, select Load General Settings if you want to load your options and teams from a Cup Mode save file in order to repeat that competition from the beginning. You aren't obliged to stick with your choice of sides, though – feel free to amend participating teams and fixtures as you please.

GENERAL SETTINGS (CUP)

As with League Mode, there are several different competitions to choose from.

PROCEED TO TEAM SELECT

When happy with your juggling of the available settings, select this option to proceed.

CUP

Choose one of six competitions (Table 1).

The following general rules apply to all Cup Mode competitions:

- Maximum of three substitutions per team during a match.
- Red card results in immediate dismissal.
- Receiving a second yellow card during a match results in a player's immediate dismissal and a ban from the subsequent match.
- In Group Match games, 3 points are awarded for a win, 1 point for a draw, and no points for a defeat.
- Penalty shootouts follow Silver Goal extra time.
- Certain competitions (such as the International Cup) feature a third-place playoff.

ELIGIBLE TEAMS (KONAMI CUP ONLY)

Select National, Club, or a mixture of both.

COMPETITION TYPE (KONAMI CUP ONLY)

Choose between a basic knockout cup and the Group League format. In Group League tournaments, teams are arranged in groups of four in a first round league system in which sides play three fixtures. The top two teams in each group qualify for a subsequent knockout stage. Generally, it's best to have 32, 16 or 8 teams in Group League tournaments. There's no reason why you can't choose 12, 20, 24 or 28 teams, but you'll find that the numerical imbalance (or, more specifically, the lack of symmetry) means that some teams get an automatic bye to the second knockout fixture (Fig 1).

HOME & AWAY (NOT INTERNATIONAL CUP OR EUROPEAN CUP)

If activated, each round has a "home" and "away" leg (with the exception of the one-leg final). The away goal rule applies in these fixtures. If the aggregate scores are level at the end of 90 minutes in the second tie, the team with the most away goals wins. If both teams have an equal number of away goals, the match proceeds to extra time.

GROUP NAME (INTERNATIONAL CUP & EUROPEAN CUP ONLY)

Select numbers or letters for group names – an arbitrary administrative nicety.

NUMBER OF TEAMS (KONAMI CUP ONLY)

You can play the Konami Cup in its basic knockout form with between three and 32 teams. Cups played with the Group League option enabled, however, must feature 8, 12, 16, 20, 24, 28 or 32 sides.

TABLE 1

Cup Name	Format	Eligible	Teams	Additional Information
International Cup	Group stage followed by 16-team knockout	National sides only	32 teams (up to 32 human players)	Silver Goal rule applies if scores level at full time during knockout phase
European Cup	Group stage followed by 8-team knockout	European national sides only	16 teams (up to 16 human players)	Silver Goal rule applies if scores level at full time during knockout phase
African Cup	Knockout with optional home & away mode	African national sides only	7 (up to 7 human players)	Silver Goal rule applies; away goals rule also used if home & away option enabled
American Cup	Knockout with optional home & away mode	American national sides only	12 (up to 12 human players)	Silver Goal rule applies; away goals rule also used if home & away option enabled
Asia-Oceanian Cup	Knockout with optional home & away mode	Asian/Oceanian sides only	6 (up to 6 human players)	Silver Goal rule applies; away goals rule also used if home & away option enabled
Konami Cup	Group stage style or straight knockout (with optional home & away format)	All national & club sides	From 3 to 32 (1-32 human players)	Silver Goal rule applies during knockout matches; away goals rule also used if home & away option enabled

*sold separately

NUMBER OF PLAYERS

Choose the number of players involved in the cup. Unless all participants are happy to sit out matches, you might find that the fully configurable Konami Cup is the best choice for multiplayer sessions.

OTHER OPTIONS

As there are settings common to multiple play modes, the following reference table provides page numbers of Cup Mode options that are covered elsewhere in this chapter.

Entrance Scene	36
Match Time	30
Difficulty	28
Accumulated Fatigue	36
Injuries	36
Strip Selection	36
Auto Save	36
Ball Type	30
Ball Effect	30
Stadium Effects	30
Support Stance	30
Change General Settings	36

PLAYING A CUP COMPETITION

Once the season begins, you can use the following options and information screens:

To Next Match	Advance to the Strip Selection screen (if activated in the General Settings menu) and, from there, to Formation Settings prior to kick-off.
Data	View fixtures, results, league tables (if applicable), top scorers and more.
Data → Schedule Table	Examine fixtures and results.
Data → Cup Info	Access the Group League Ranking (if applicable), Tournament Table, Team Information and Goal & Goal Assist menus.
Data → Cup Info → Group League Ranking	This menu only appears in tournaments that feature an initial group league stage (International Cup, European Cup and, if activated, the Konami Cup). Select it to view tables and examine match results with ⊗. Move between groups with L1 and R1.
Data → Cup Info → Tournament Table	Visit this screen to study your path to the cup final. If you are playing a Group League tournament and the initial league stage has not finished, this option will be unavailable.
Data → Cup Info → Team Information	View information on every participating side, including wins, losses, goals, assists, injuries and more. Use L1 and R1 to cycle through the teams.
Data → Cup Info → Goal & Goal Assist Rankings	View the players with the most goals and assists in the current competition.
General Settings	If you set the Change General Settings option to "Yes" prior to starting your current cup, you can fine-tune certain aspects of the competition here.
Save	Record your progress.
To Mode Select Menu	Exit to the Mode Select screen. Warning: if your game has not been saved, you will lose all progress!

TRAINING MODE

Visit this menu to access three sets of interactive tutorials, the customisable Free Training mode, and the entertaining (not to mention educational) Challenge Training.

CHALLENGE TRAINING

Both a test of your PES skills and a great way to refine them, Challenge Training features 40 exercises for you to complete: five increasingly difficult tests of your ability in eight different categories (Fig. 1). A ninth, Original Dribble Challenge, can be unlocked in the PES Shop – see PES Shop section in the Extras chapter.

There are three options specific to Challenge Training: Auto Save (have your progress automatically written to memory card or hard drive), Select Challenger (whether you want to choose a different player every time or not), and Explanation (activate or disable the display of tutorials prior to each challenge). Use ⊕ ↑ & ↓ to move between the challenges, ⊕ ← & → to select the difficulty level (if available), ▢ to view rankings, L1 and R1 to move through the results in each category and, finally, ⊗ to play.

The eight standard challenges are examined in detail in the Coaching Manual chapter (being uniquely quantifiable tests of PES5 ability, they are used as training exercises), so there is little point in repeating that information here. Use the following table to locate them.

Dribbling	101
Short Pass	84
Manual Pass	85
Free Kick – Long Pass	97
Free Kick – Shoot	97
Ball Possession	85
Attack	101
Defence	71

BEGINNER TRAINING / CONTROLS / SITUATION TRAINING

Use these three interactive tutorials to learn the rules of football, watch demonstrations of different moves and practice reasonably advanced PES5 techniques.

FREE TRAINING

Practice free kicks, corners, shots on goal and much more in this easy-to-use play mode. If you like, you can have human or COM players join you for co-op training. Use the Player Settings menu either before or during Free Training to add them to your current session.

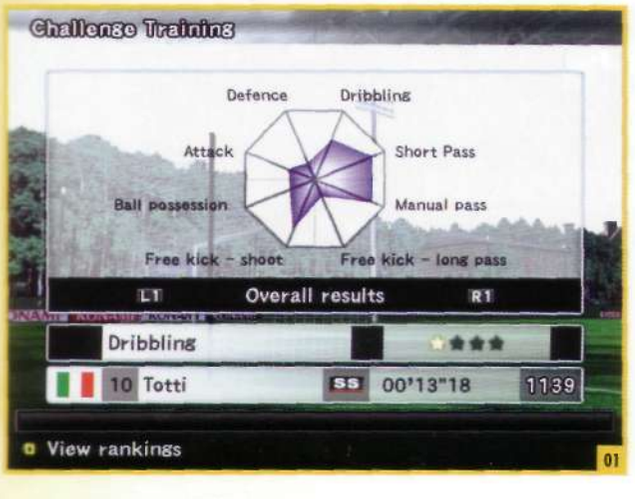
GENERAL SETTINGS (FREE TRAINING)

Difficulty: If you intend to play a training match (or any number of exercises) against your chosen team's reserves, you can specify their skill level here. See page 28 for more information on difficulty levels.

Condition: You are probably familiar with this option, but it's worth noting that it's particularly helpful for training sessions – the Random setting is not always kind to the players you specifically wish to train with. To avoid that situation, consider selecting the green "normal condition" arrow. This way, players will be governed by their standard stats, with no boosts or penalties. With Condition set to "top condition", the performance of players will be subtly enhanced; the ease with which you can perform various moves will not be entirely representative of what you can expect to happen in a match situation. It is, however, entirely your choice.

Fouls: With this option set to "No", you can happily kick one of your reserve players into orbit without conceding a free kick (Fig. 2). The invisible official will turn a blind eye to all transgressions, and will only blow his whistle when the ball leaves the field.

Offsides: Turn the offside rule on and off. Don't feel obliged to make the decision now – you can adjust this setting via the Pause menu → General Settings option once training begins.



Kick/Throw In: With "St. Members Only" activated, your first team – that is, the players under your control – will take every throw-in, corner kick and free kick, regardless of which side actually put the ball out of play. Select "Both" for realistic match rules.

Data Recording Interval: Specify the increments that you move by when using the Play Again Retry feature (see page 41) to skip forward or backward in time. One second – the default value – is just about right for most purposes, but you can change it to anything between one tenth of a second and ten seconds. You can also adjust this option via General Settings in the Pause menu once Free Training begins.

Play Again: If you would like to use SELECT to immediately access the Play Again Retry feature, choose "Assign to Select" here.

Stadium: Until you invest your winnings in the PES Shop, this menu option is unavailable. See PES Shop section in the Extras chapter for further details.

Other Options: The following reference table provides page numbers for Training Mode settings that are covered elsewhere in this chapter.

Time	30
Season	30
Weather	30
Ball Type	30
Ball Effect	30

FREE TRAINING MODES

NORMAL TRAINING

You can use this type of Free Training in any way that you wish. It's phenomenally useful for practicing tricks, dribbling, shooting and passing. If you need to perfect your sidestep skills, experiment with Manual Passing or enjoy unrestricted opportunities to attempt first-time shots, there is no better place to do so than here.

When you first enter Normal Training, there are twelve players on the pitch: the default first team of your selected side, and a reserve goalkeeper in the opposition goal. To add or remove players, choose the Formation Settings option in the Pause menu, then follow these instructions:

Add/remove players from first team: Select Change Player, then Participation. Use ⊗ to call players from the bench or send them back to the sidelines.

Add/remove players from second team: Press START to move the cursor to the away team menu. Select Participation. Highlight players, and then use ⊗ to call them from the bench, or to send them back to the sidelines.

Change players between sides: Select Change Player, then Replace. Now select a player with ⊗ and then pick his replacement with, you've guessed it, ⊗.

Be creative: don't just listlessly pass the ball between players on a half-deserted pitch, or feel the need to play all twenty-two players at once. You could instead activate the away team defence to practice making space for shots on goal, or pit the second team's midfielders and strikers against your two centre-backs to improve your ability to deal with sudden counter-attacks (Fig. 3).

SHOOT

Enables you to practice shots on goal with two players. Position the ball in the desired spot with ⊗ – this will lead to a penalty kick if you place it in the opposition's 18-yard box – then press ⊗ to start the training. If you take too long, or the ball is caught by the goalkeeper or leaves the field of play, the session will end. Use Select Kicker from the Pause menu to change the active player. Note that you cannot activate additional first or second team players in this mode.

FREE KICK

Position the ball anywhere on the pitch with ⊗. If you place the ball in the 18-yard box, you will set up a penalty kick. For a complete guide to taking free kicks (Fig. 4), see page 94 of the Coaching Manual chapter. While there will always be a player wall in this mode, you can add or remove players to or from the field of play in the Formation Settings menu.

03

04

LEFT SIDE CORNER KICK / RIGHT SIDE CORNER KICK

For more information on taking corner kicks, see page 93 of the Coaching Manual chapter. As with all modes bar "Shoot", you can add or remove opposition players at any time in the Formation Settings menu.

PAUSE MENU OPTIONS

RESUME TRAINING

Leave the menu and return to training. You can also use △ to return to the action.

PLAY AGAIN RETRY

PES5's Play Again Retry function is a handy tool that enables you to jump back by a period of up to ten seconds of play in Normal Training mode. Select Play Again Retry (or, if you have designated SELECT as your Play Again button in the General Settings, press that) to turn back the clock. Use L1, R1 and ✣ ← & → to move the action in increments set at the General Settings → Data Recording Interval option. Once you reach the desired moment, press ⊗, □, ○, △ or SELECT to restart from that point in time.

The Play Again feature is handy for practicing dribbling skills, passing and shooting. If you pick an appropriate situation – while bearing down on goal, for example, or with a defender closing in to make a challenge – you can repeat that moment ad infinitum, returning to the initial point with SELECT or via Play Again Retry in the Pause menu.

Play Again Retry information is automatically erased once the ball leaves open play. If you are quick, however, you can often press SELECT to skip back just as the ball crosses the goal-line or touchline.

Note: Play Again Retry is not available during the Shoot, Free Kick and Corner Kick modes.

FORMATION SETTINGS

Change formations, experiment with strategies, and add (or remove) players on the home and away sides during Normal Training. Consult the Team Management chapter (see page 44) for more information on using the Formation Settings menu.

TRAINING MENU

Choose one of the five Free Training modes.

GENERAL SETTINGS

Adjust six Free Training options.

REST

As in match situations, players become tired during training. Select this option if you want to restore your squad's stamina to its maximum level. Play will restart from the centre circle.

OTHER OPTIONS

The following reference table provides page numbers of Training Mode options that are covered elsewhere in this chapter.

Select Kicker	32
Player Settings	32
Camera Type	32
Screen Settings	32
Sound Settings	33
Button Configuration	33
Command List	33
Replay	33
To Mode Select Menu	33

TEAM

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MANAGEMENT

3

If you're searching for an extra "edge" to your game, or suspect that your favourite team's formation is strangely akin to having a Ferrari engine in a Morris Minor chassis, it's time to familiarise yourself with the Formation Settings menu. Managing your team's strategy is as important as you want it to be in Pro Evolution Soccer 5: you choose your own level of involvement. If you want to use default formations and leave advanced functions to PES5, you can do just that. If, by contrast, you want to spend 20 minutes tweaking individual player instructions before each ten-minute match – well, that's also your prerogative.

FORMATION SETTINGS

The Formation Settings screen is where you organise your team for the match ahead (Fig. 1). In one-player games, the two central windows contain menus and player information specific to your team. In competitive matches against human opponents this area is divided between the two players, with the top window used by player one, and the window below by player two.

Use L1 and R1 to move through the information displays in the Squad window. You can move through the pitch diagrams at the top-left (or, if you are the away side, top-right) of the screen with L2 and R2. Use this to view player positions, squad numbers, movement instructions and defensive settings.

MATCH START/EXIT

Select this option when you are happy with your tactics and team selection. "Match Start" is replaced by "Exit" when you are accessing the Formation Settings screen from the League and Master League menus.

CHANGE PLAYER

BASIC CONTROLS

Use L1 and R1 to move between the information displays in the squad window, and L2 and R2 to cycle through the player abilities windows in the middle of the screen. ⊕ ↑ + ↓ moves the cursor through your squad, and ⊕ ← + → enables you to quickly skip between your first team and reserves. You can also press ◎ to enable the Teamwork display on the pitch diagram. As this is only really of relevance in the Master League mode, you can read about this feature on page 54 .

CHOOSING YOUR TEAM

Picking your first eleven prior to a match (or making substitutions during play) is easy. Move the cursor over the player that you would like to move to or from your team. The grey areas on the pitch diagram indicate his favoured positions on the field (Fig. 2). Now select him with ⊗. You should notice at this point that certain other players in your squad are now highlighted in a light colour (the specific hue varies between positions, but that isn't important). This indicates that these individuals can play in that specific role. For example, if you select a centre-back, all players who specialise in that position will be highlighted in blue. These visual aids, in conjunction with the ability diagram, help you to quickly organise unfamiliar squads without having to closely study each individual's characteristics.

A similar colour code scheme helps you to distinguish between members of the first team, substitutes and reserves. Players in black text are part of your first eleven, players in blue are substitutes and, when participating in competitions where there is a limit on the number of subs you can have on the bench (such as the Master League), players in green will have no involvement in the forthcoming game.

Players suspended or suffering from a serious injury (indicated by a red cross) are automatically removed from your squad; in Master League mode, the same applies to players on loan to other clubs or away on international duty. You cannot place these players in your first team, and they will not appear as substitutes once the match begins. No matter how hard or often you press ⊗, your incapacitated creative midfielder really *isn't* going to declare "Halleluiah!", throw aside his crutches, and dance a happy jig on his way to the pitch. Move the cursor over an unavailable player's name to be reminded of how long you can expect to be deprived of his services.

PLAYER INFORMATION: SQUAD WINDOW

Use L1 and R1 to move through the following pages within the Squad window.

PLAYER POSITIONS

Shows current player roles (or strongest positions for substitutes) and squad numbers. When you first reach the Formation Settings screen, this is the default information display.

CONDITION, FATIGUE & INJURIES

Player stamina & fatigue: As in real life, players tire during PES5 matches at a rate dictated by their activity on the pitch and their natural stamina. Some individuals can play a full 90 minutes and still have energy to spare; others will tire severely during the second half, their speed and general performance suffering as a consequence. Player stamina is replenished during match intervals – significantly so at half time and, if the fixture involves extra time, by a comparatively small amount at 90 minutes – and at the end of each game.

On the Formation Settings screen, the green bar next to each player's name indicates his current stamina level (Fig. 3). In Master League games, or with the Player Fatigue option enabled in the Cup and League modes, this is accompanied by a second meter. When active, the bar within this "fatigue meter" increases as players participate in consecutive matches. As the level rises, the player's initial stamina for each match is reduced. The only way to restore a player to top condition is to rest him entirely for at least one game (and if a player is *really* tired, sometimes two). You should also refrain from using him as a substitute.

You can find a more detailed explanation of the stamina and fatigue systems on page 60 of this chapter.

Condition arrows: PES5 uses "condition arrows" to simulate player form and consistency (or lack thereof). There are five arrows in all: red (top condition), yellow (excellent condition), green (normal), blue (poor) and grey (terrible). A player with a green arrow will perform exactly as his individual ability ratings indicate. However, the other four arrows signify invisible increases or reductions in a player's skill levels. You should always take a player's condition into account when choosing your side for a match. If a star player is on a "grey" arrow, you will sometimes find that a less talented squad member with a "red" will put in a better performance. The underlying mechanics of the condition arrows system is examined in greater depth on page 60 of this chapter.

If a player is suffering from, or recovering from, an injury, the condition arrow will be replaced by one of the following symbols:

Player seriously injured, and unavailable for the current match.

Player injured, but available for selection; his playing ability will be very seriously impaired. In general, you should *always* avoid fielding players when they are injured. Even if it's for a cup final, or an all-important league match, it's almost certainly not worth the risk. Not only will that player perform well below his usual standard, he's also far more likely to pick up a serious long-term injury. For more information, see page 60.

Player is recovering from injury and not at full fitness. There will be minor to moderate reductions in certain abilities to reflect this, which are subtracted from or are cumulative with all bonuses or penalties applied due to the direction of the condition arrow.

The following additional icons appear in Master League Mode only.

Player away on international duty, and unavailable for selection.

Player on loan to another club – you cannot place him in your first team.

CARDS

Shows yellow cards issued to team members during the current match. In Cup, League or Master League competitions, it also displays the current number of bookings accumulated by each player, followed by the total permitted by that competition before an automatic suspension occurs. In the England League, for example, "3/5" would mean that a player has three yellow cards, and that he will receive a one-match ban after collecting a further two.

SET-PIECE TAKERS

Shows players currently assigned to take free kicks, corner kicks and penalties. You can alter these in the Kicker/Captain menu (see page 51).

ACTIVE PLAYER (FIX CURSOR ONLY)

If you are playing games in "Fix" mode – where you control a single player in the team – the individual currently under your control will be marked here. If the Cursor Speed setting is on Manual or Semi-Auto, this additional information display will not appear.

PLAYER INFORMATION: CENTRAL WINDOW

ABILITY DIAGRAM WINDOW

As with the similar device on the Team Select screen, this diagram provides a concise overview of each player's skill in six categories. Use this to quickly compare players who can fill the same role (Fig. 4). Desirable characteristics vary from position to position.

Attack (ATT): Indicates a player's suitability for an attacking role. An essential attribute for centre forwards and support strikers, a high ATT rating is also important in attacking midfielders, side midfielders and wingers. A reasonably high Attack rating is also useful in full-backs or wing-backs.

Technique (TEC): Players with great ball control and dribbling skills will score highly in this category. This is a characteristic you should look for in midfielders, wingers and support strikers, where the ability to play accurate first-time passes, trap the ball with a single touch and skip past opposing players with a deft sidestep or drop of the shoulder is highly beneficial.

Stamina (STA): An important attribute for all players, stamina is perhaps most vital for the members of your team that will be expected to cover the most ground during each match: primarily, defensive midfielders and attack-minded full-backs (or wing-backs, if used instead).

Defence (DEF): A requisite for goalkeepers, centre-backs, defensive midfielders and full-backs or wing-backs, but a useful attribute for all players to have, the DEF rating summarises a player's ball-winning skills.

Power (POW): Essentially an assessment of a player's strength, the POW rating is most important in goalkeepers, central defenders and tall, strong strikers in the "target man" mould.

Speed (SPD): More so than any other stat, a high SPD rating is something that is of benefit to all players. Although the disparity in pace between "slow" and "fast" players is less pronounced than in previous Pro Evo games, it's a simple fact that players that can accelerate rapidly to a reasonably quick top speed will generally be more effective than those that can't.

Height: It's all too easy to overlook this noteworthy player characteristic. Height isn't merely a reflection of a player's stature. A tall player will generally have better aerial ability, and will be stronger and therefore more capable of holding off his opponents. With each individual having an increased physical presence in PES5, it has never been more important to pick the right players for certain roles. If you were facing a Brazil side featuring the tall, powerful, skilful and imposing Adriano, for example, it would be foolhardy to play your shortest defender at centre-back unless injuries, suspensions or player conditions make it unavoidable.

Age: How old the person is. Unless you're playing a Master League career – where players grow or decline over seasons, and eventually hang up their boots in their mid to late 30s – this particular attribute is of no real importance.

Dominant Foot: Indicates which foot a player favours. You should bear this in mind when choosing full-backs, wing-backs, side midfielders, wingers and, to a lesser extent, centre-forwards. If you put a right-footed winger on the left flank, crosses made with his "weaker" left foot will often be much less accurate than those made with his right. In many instances, as in real-life football, you will find it preferable to turn to make the cross with the player's stronger foot. The "Weak Foot Accuracy" ability (see page 55) dictates how well players can pass or shoot with their less-favoured foot.

PLAYER POSITIONS WINDOW

This window shows the positions each player specialises in. While you can in principle place any individual in any role, there can be unseen (but sometimes highly tangible) penalties for putting players in positions that they are clearly unsuited to. Even though some characteristics and abilities are broadly transferable, you should think carefully before allocating positions to team members that don't have a natural talent for that role. It's generally okay to, for instance, use a full-back as a wing-back, or a central midfielder as a DMF. In a more extreme example, a statuesque centre-forward could, at a push, be used in central defence if an injury crisis or a sending-off necessitates such a move. Generally, though, it's much better to place square pegs in square holes, even if that sometimes means leaving a particularly gifted player on the bench.

You can find a detailed description of these roles – including the abilities players should ideally have for each – on page 58 of this chapter.

PLAYER ABILITIES

Every player in PES5 is defined by over 30 core attributes (Fig. 5). These quantify passing ability, defensive skill, speed, aerial ability, strength, and much more. In addition, players can also have certain "special" abilities (highlighted here with stars), which can imbue them with a greater proficiency in, for example, dribbling, shooting or passing. All player characteristics found in these windows are examined from page 53 onward.

SET FORMATION

With 100 preset formations to choose from and the option to edit these in any way you see fit, Pro Evolution Soccer 5 hardly suffers from a paucity of strategic options. At first, you may find it best to stick with each team's default formation: these are rarely outlandish, tend to balance attack and defence, and will therefore serve you well. In time, though, you'll feel the need to experiment with different settings. Although many players will stick to formations popular in contemporary football – 4-4-2, 3-5-2 and 4-3-3 in particular – there really is no limit to how obsessive you can be about your tactical tinkering in PES5.

CHANGE

Choose from one of eight basic formations, then select your chosen variation on that theme from the subsequent menu options (Fig. 6). You can also select Default to restore your team to its original "factory settings". Formations are a highly subjective affair: while some PES5 players will swear by the 4-3-3 "A-1", others will crave the security of a five-man midfield in 3-5-2. The Recommended Formations section in the Coaching Manual chapter features a number of tactics that you may wish to experiment with.

EDIT POSITION

This option enables you to fine-tune each position in your chosen formation (with the obvious exception of the goalkeeper), and the role that the individual who plays there will adopt. When you select a player from the menu, a larger pitch diagram will appear. Use ✣ to adjust his position on the pitch, and ⊗ to confirm.

You will notice that the pitch is separated into three zones: blue for defence, green for midfield and red for attack. In addition to this, a particular area of the field will be highlighted. If you have selected a centre-back position, for example, this will be a square area in front of your goal; for a right-sided midfielder, it will be a rectangle on the right side of the pitch. These highlights indicate the boundaries of each player's role. If you move a centre-back from the square area in defence to, say, a position in the centre of midfield, he will – obviously – cease to be a central defender. If you press ⊗ to confirm the position change, you will be asked to specify a new role before it can take place.

You can manually change player roles at any time while adjusting positions. If you are using a straightforward 4-4-2 but want one of your forwards to play as support striker, move him to a position in front of your opponent's penalty area, then press ○. Now select "SS" from the menu that appears.

If you are making adjustments to more than one position, you can use L1 and R1 to move between players.

SELECT ROLE

This menu option is essentially identical to the Select Role function found on the Edit Position screen. Use this when you need to, for instance, change a player's role from DMF to CMF without editing his position.

AUTOMATIC SORT

If you are in a hurry to leave the dressing room, you can use Automatic Sort to have PES5 instantly pick your team for you. Taking player abilities and favoured positions into account, it will choose the individuals it judges to be best suited to your current formation. Once you select this option, choose "Yes" to confirm your decision. You will now be asked if PES5 can replace the current first eleven with other squad members. If you select "No", it will rearrange your current 11, but you may find that some players will be forced to play out of position. If you choose "Yes", you give it licence to select anyone in your squad.

AUTO-SORT OPP TEAM (EXHIBITION MATCHES ONLY)

Although you can't see them, players on AI-controlled teams have condition arrows, just as your squad does. Select this option to instruct PES5 to examine the state of your opponent's team and rearrange the first eleven accordingly. This option is only available during single-player games in the Exhibition game mode.

TEAM

ATTACK/DEFENCE

One of two ways that you can adjust your team's strategy during open play, the Attack/Defence level is, generally speaking, a way of specifying your team's mentality. Should they be abandoning defensive duties in favour of all-out attack in search of an equaliser, retreating to their own 18-yard box *en masse* to defend a slender lead, or adopting an approach that lies somewhere between those two extremes? Think of a manager leaping from the dugout to urge his team forward or back: that, in effect, is the role of the Attack/Defence system.

Unless disabled in the Screen Settings menu, the Attack/Defence meters are positioned to the left and right of the player name plates for the home and away sides respectively. There are five settings: red (top of meter), orange, yellow, green and blue (bottom of meter). Yellow can be viewed as a "standard" mentality: your players will fall back to defend when not in possession of the ball, and both midfielders and full-backs (or wing-backs, if used) will generally move up the pitch to participate in attacks. Red and orange encourage your team to press forward; green and blue to fall back and defend in numbers.

On the maximum attack (red) or defence (blue) settings, players will often disregard the individual instructions that play such a vital role in all good formations (see "Individual" on page 50 for more details). With the Attack/Defence level set to blue, the vast majority of your players (and, sometimes, all of them) will move back into their own half as your opponents attack. You'll see strikers defend on the edge of the 18-yard box, and wingers drop back deep to support full-backs. On this setting, you'll find it harder to mount counter-attacks, and cohesive build-up play will be much more difficult – with players less likely to move forward, your passing options will be limited. On the red Attack/Defence level, by contrast, even centre-backs will sometimes move forward to join the attack. Players will push up the pitch, and will be much more inclined to neglect their responsibilities in their own half. This provides you with far more options in the final third of the field, but leaves you exposed to the constant threat of counter-attacks.

While the red and blue extremes are instructions best used sparingly, the orange, yellow and green settings can be said to be part of the natural ebb and flow of a PES5 match. By default, the Attack/Defence level is set to "Normal". In this mode, changes between the five settings are semi-automatic, governed by code routines that – as a rule – do a great job of adjusting the meter to suit the situation in hand. It's a rather simplistic generalisation, but the meter will drop to green as you strive to regain possession deep in your own half, change to yellow as you battle in midfield, and orange as you move towards your opponent's 18-yard box.

You can manually adjust your Attack/Defence level at any time during a match. Hold L2, then press R1 or R2 to increase or decrease it. On the Normal setting, however, you will often find that your AI "assistant" will overrule these instructions moments later. If you find this frustrating, and feel ready to take greater control over your team, it may be time for you to choose another Attack/Defence mode.

Manual: In this mode, changes to the Attack/Defence level are entirely at your discretion. There is no reason why you can't choose Manual and leave the meter at its yellow "middle" position for most of the match – or, for that matter, any one of the other four settings.

Auto-Defence: A permutation of the "Normal" Attack/Defence mode, Auto-Defence curbs your team's attacking instincts and moves your players into deeper roles whenever it decides it is necessary. If you leave the L2 strategy button alone for a while, you will notice that the meter will move between the blue, green and yellow levels, but won't use the two attacking settings. This is your responsibility. If you increase the Attack/Defence meter to orange or red while in your own half, or while at least one goal in front, don't be surprised if the game's AI immediately reduces the level to yellow or green.

Normal: This is the default Attack/Defence setting, activated as standard on all formations unless you specify otherwise. Think of it as a conductor, orchestrating your team's general behaviour.

Auto-Attack: The opposite of Auto-Defence: the game's code will increase the Attack/Defence meter as you gain possession and stage an attack, but will ignore the two defensive settings.

DEFENCE SYSTEM

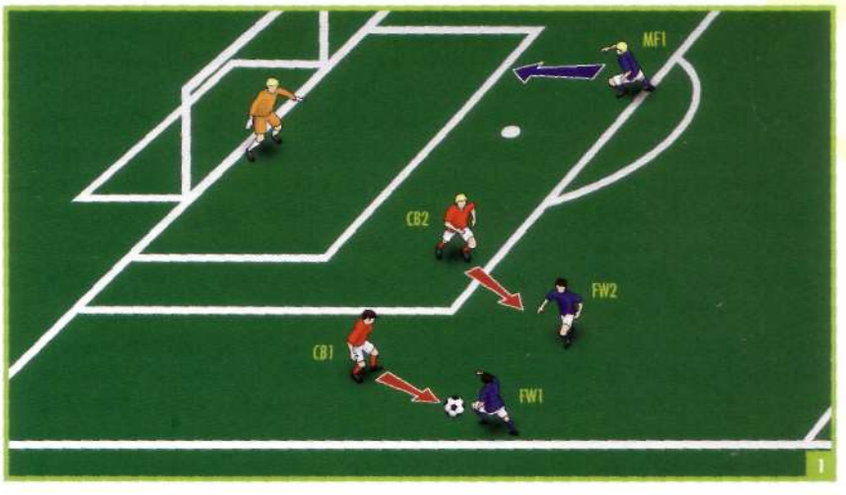
Normal: Defenders not assigned as man-markers or sweepers will automatically attempt to close down players who enter their area of the pitch. This default setting will generally be the best for most players. However, well-organised teams with excellent off-the-ball movement will sometimes drag your defenders in various directions, creating space for onrushing midfielders or unmarked forwards.

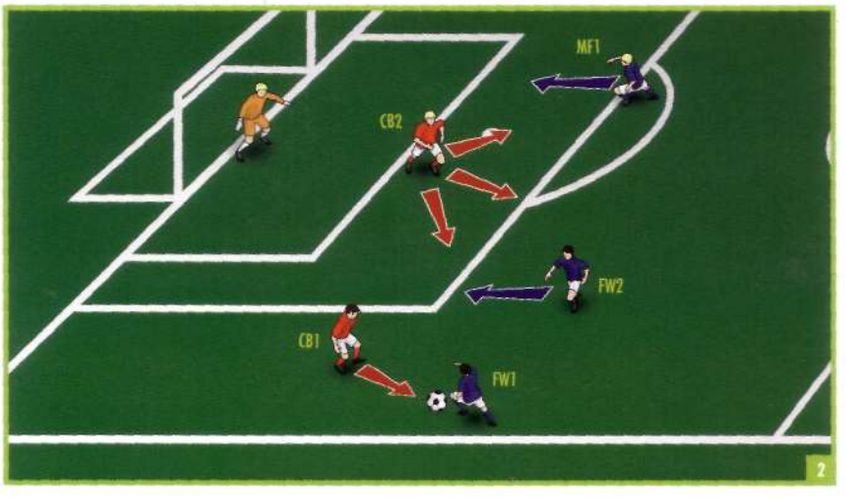
Sweeper: Select this option to use a *libero* in your defence, then choose the player to take on the role. See page 58 for a description of a sweeper's responsibilities. In PES5, selecting a player as a sweeper does not mean that he will automatically drop behind the back line as classic *liberos* once did (and sometimes still do), so the offside trap is still a viable strategy. Instead, he will simply have no marking responsibilities, and will hold his position at the centre of the defence.

Line Defence: With this system defenders are instructed to maintain the shape of the back line. This even overrides any man-marking instructions you may have given. With a standard "Normal" defence, operating a zonal marking system, you will find that there are occasions when your back line completely loses its shape as the centre-backs attempt to close down and mark opposing players. This can be particularly problematic when you face sudden counter-attacks.

Consider the following simplistic scenario, one that experienced Pro Evo players will find instantly familiar. In Diagram 1, the two centre-backs are set to use the "Normal" defensive system. CB1, controlled by the player, is moving to intercept FW1. However, the AI-controlled CB2 has chosen to close down FW2, providing MF1 with an enormous amount of free space. With a simple pass from FW1, MF1 has an excellent goalscoring opportunity. In Diagram 2, though, the Line Defence setting means that CB2 is far more likely (although not always certain) to hold his position. If you have the ability, this gives you a better chance of stalling the counter-attack until your midfield and full-backs can drop back to provide support.

You should not, however, assume that Line Defence is in any real sense superior to the Normal setting – it's an alternative, nothing more. Your defensive line may be more disciplined, but as your centre-backs do not close down or mark opponents, your rival manager's forwards will have much more time and space on the ball – which can be far more dangerous.





TEAM STRATEGY

This menu enables you to adjust four highly influential team settings. Each can be set to one of three strengths: A (strong/often), B (balanced) and C (weak/rarely).

Back Line: Choose whether your defensive line will stay deep, or operate further up the pitch. "A" will push your defence forward, and "C" will move it back; "B" is the middle ground (and in more than one sense). Although "B" is a solid selection for most teams, think carefully before opting for "A" or "C". On "A", moving your back line up the pitch will help you apply greater pressure on your opponents while in possession – you will, after all, be forcing their forwards back – but leaves you vulnerable to well-placed through-passes or speculative long-balls. Defending deeply with "C" reduces this danger, but you'll find that opposing forwards have much more space between your midfield and defence in which to operate.

Zone Press: How likely your players are to close down the opposing team. On "A", this will be frequent, less so with "B", and rarely with "C". While constant pressing will help you limit the opposing team's passing options and, ideally, increase the likelihood of you regaining possession of the ball, it can be enormously draining. Unless your players have boundless energy (and few do), selecting "A" can leave many of your men exhausted by midway through the second half. For most teams, "B" or even "C" are more realistic options.

Offside Trap: The offside trap is a sound tactic if you have a world-class back line, but can be exponentially less successful if you're working with only averagely talented central defenders. On "A", your centre-backs will attempt this regularly; on "C", infrequently. Look at your team closely. If you're starting a Master League season with the default players, this probably isn't the tactical option for you. But if you're controlling the mighty Italy – well, that's a different matter...

Counter Attack: How quickly will your team seek to move the ball up the pitch when it regains possession? On "A", attacking players will be less inclined to drop back and support the defence – as a rule, they'll remain upfield and wait for a pass. On "C", they'll generally fall back whenever you surrender control of the ball.

SETTINGS LIST

Provides both a summary of and easy access to all options found in the Team menu. When you become accustomed to using PES5's Formation Settings screen, you'll find that you will use this window to make rapid changes to Team-oriented settings.

STRATEGY

MANUAL

This is the second way that you can issue tactical instructions to your team during matches. Use the Manual menu to assign the following strategies to

⊗, ⊡, ◎ and △. To implement them during a game, hold L2 before pressing the desired button (Fig. 7).

No Strategy: With this enabled, all other strategies are immediately deactivated. If you tend to have two or three strategic options activated at once and find that you often want to disable them all immediately, consider assigning No Strategy to a spare button.

Normal: A balanced strategy: players will press forward when they have the ball, and will fall back when they lose possession. If you don't have the time to assign player runs and defensive settings prior to a match, this is a good strategy to use.

Centre Attack: Midfielders and forwards will push through the centre of the park. Use this when you find that you don't have enough numbers in attack.

R. Side Attack: Players move over to the right touchline; full-backs, and wingers, wing-backs and side midfielders will be much more inclined to overlap.

L. Side Attack: No prizes for guessing what this option does. Players move over to the left touchline. Again, your full-backs, wingers, wing-backs and side midfielders will overlap more frequently.

Opp. Side Attack: This is a slightly unusual strategy, but it can be very effective when used intelligently. If you are on the lower touchline, activating Opp Side Attack will make players move to the opposite side of the pitch to exploit the space that has opened up there. All you have to do to spread the play is hit an accurate crossfield ball. Of course, the drawback to using this method is that it makes your team lose its shape, which can be dangerous if you surrender control of the ball immediately afterwards.

Change Sides: This strategy makes players operating on opposite touchlines swap positions. This can be an extremely effective way to catch your opponent's full-backs off guard, and generally adds a little variety to your play.

CB Overlap: A designated centre-back (chosen when you select this option) will head forward to join the attack. While this weakens your defence, a strong centre-back can create havoc if you can supply crosses into the box. He will also be a beneficial presence during set pieces.

Zone Press: Encourages your team to close down opposition players when not in control of the ball. The "pressing game" is a very effective tactic, but it's physically demanding. If you employ it constantly, you shouldn't be surprised when your players tire in the final third of the match. Again, this is a strategy best used in controlled bursts, such as when your opponents are enjoying the lion's share of possession.

Counter Attack: Strikers and wingers will stay forward, providing an immediate avenue of attack once you regain control of the ball. A powerful strategy, there is no reason why you can't leave this activated at all times. You may find, though, that the best time to use it is after going a goal ahead in a game. As you notice your rival (AI and human alike) increase the Attack/Defence meter to push players forward, activate the Counter Attack strategy and look to get the ball to your forwards as quickly as possible.

Offside Trap: This is a strategy for expert Pro Evo players only, as it provides manual control of your back line's implementation of the offside trap.

When you activate it, your defenders will immediately step forward, and will remain in that position for approximately two seconds. After that, the strategy will be disengaged. Unless you're supremely confident of your ability to read the game, this is a feature best left well alone. A well-drilled back line can, if you react in time, catch opposing forwards offside on a regular basis. Conversely, ill-judged use of this strategy will gift opposing players with a clear run on goal. Note that the Offside Trap command cannot be executed while your team is in possession.

Formation A: Activate Formation A. See "Formation A & B" for more details.

Formation B: Activate Formation B. If both Formation A and Formation B are activated, Formation A is given priority.

SEMI-AUTO

The Semi-Auto option instructs PES5 to automatically implement up to three different strategies (see "Manual" for a list of these) when it deems them appropriate. A fourth manual strategy can also be chosen, and is activated with L2 during the match. Semi-Auto is something of an acquired taste – it won't work for everyone. While PES5 amateurs looking to improve their performances on the pitch might appreciate the variety it adds to their team's behaviour, more experienced players might find it a little too intrusive.

To switch between Manual and Semi-Auto strategy modes, simply press ⊗ to enter the desired menu. For example: if you enter the Semi-Auto menu, then exit with △ and immediately proceed to the match, Semi-Auto will be active.

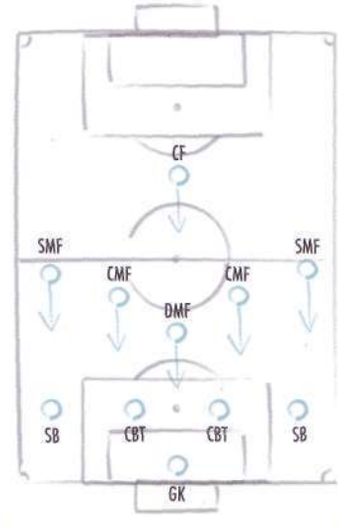
FORMATION A & B

One of the most powerful tactical tools at your disposal, the ability to assign two additional formations (in addition to your default tactics) to strategy buttons is a Pro Evolution Soccer feature that many people will overlook. You should experiment with it, though: you may find that it adds a new dimension to your game. In modern top flight or international football, managers are less inclined to choose one system and demand that players adhere to it rigidly over 90 minutes. In fact, many of the world's best teams are defined their ability to adapt and improvise, with 5-3-2 becoming 3-5-2 in a matter of moments, and 4-4-2 a more defence-oriented 4-5-1 when the need arises.

Let's use Chelsea as an example. In many matches during their triumphant 2004/2005 season, the Premiership winners often played a system that featured fluid transitions between what can broadly be described as 4-3-3 (Diagram 1) and 4-5-1 (Diagram 2). If you create 4-3-3 as a default formation, then edit player positions to create 4-5-1 in the Formation A menu, you can perform identical tactical switches in a PES5 match.

1 4-3-3 (Default Formation)

2 4-5-1 (Formation A)



Enter the Formation A or Formation B menu, then select the Set Formation option. Now choose "Template". As changing an entire formation can often move certain players out of position – when switching from 3-5-2 to 4-4-2, for example – this option is unavailable in this menu. Instead, you can call up a formation template that can be used as an aid to editing individual player positions. When you choose your template from the list, darker player dots will appear on the pitch diagram. You can use these as a guide as you edit your new system on a player-by-player basis.

You can use Formation A and Formation B to make slight adjustments to your current tactics or introduce radically different formations during a game. Use your imagination: you could create 2-3-5 for those moments when you desperately need an equalising goal, or have two permutations of the 4-4-2 (such as, say, one with a midfield diamond, the other with three flat banks of defenders, midfielders and forwards) to choose between.

The other three menus found in Formation A and Formation B – Team, Individual and Quick Setting – are identical to their counterparts elsewhere in the Formation Settings screen.

COPY TO "A" & COPY TO "B"

Saves your current team data to Formation A or Formation B.

INDIVIDUAL

Use this menu to issue instructions to players on an individual basis – such as specifying their roles, where on the pitch they will operate, and how important it is for them to drop back and defend. Select a player, and then choose one of the following options. You can use L1 and R1 to move between members of your team once the Individual menu appears.

ATTACK

Enables you to specify up to two directions that players will move in during a match. You can use this to instruct a full-back to make more frequent overlapping runs along the touchline, or a central midfielder to push forward to support your strikers. See the Recommended Formations section in the Coaching Manual chapter to gain a better understanding of how these work in practice. Highlight an arrow, then press ⊗ to select or deselect it. If you have the maximum two directions in place, all other arrows will be "locked".

DEFENCE

Choose how seriously each player should take his defensive responsibilities. There are three settings: High, Normal and Low. On "High", a player will generally remain in a deeper position during attacks, and will always fall back to defend when you lose control of the ball. With the "Low" setting, the opposite is true; "Normal" is a compromise. Again, see the Recommended Formations section in the Coaching Manual chapterfor examples of how these settings can be used.

MARK SETTINGS

Covering: A player told to take on a covering role will actively look to plug gaps in your formation as they appear, but will not actively seek to close down opponents. This is an excellent choice for a defensive midfielder, but can be applied to any player on the pitch.

Mark Zone: The default setting. Zonal marking makes players close down their opponents as they arrive in their area of the pitch. Ubiquitous in modern football, this is the best setting for the majority of players in your team.

Mark Man: If you have identified an opposing player that will create problems for your side – think Zidane, Ronaldinho, Rooney, et al – you can choose a player to perform a man-marking role. Select Mark Man, then specify which opponent your player should follow (Fig. 8). You can then pick one of two settings: Normal and Aggressive. With "Normal", your player will follow his target only when your team is not in control of the ball; set to "Aggressive", he will stick to his man at all times. This can be a good way to deny a great player the time and space needed to practice his craft. However, it also means that you sacrifice the integrity of your formation. Think twice before assigning a member of your back line to man-mark a striker: after all, do you really want to leave a gaping hole in your defence for your opponent's midfielders to exploit?

EDIT POSITION

Adjust a player's position on the pitch. This is the same option available in the Set Formation menu (see page 46).

SELECT ROLE

Select a player's specific role within the side, based on his position. Again, this feature is covered in the Set Formation section of this chapter: refer to page 46 for more details.

KICKER/CAPTAIN

SELECT KICKER

Free Kicks (FK): You can designate two set-piece experts in your team. The player marked "S" takes free kicks from short range. Although not every team has a David Beckham or Thierry Henry, he should have great FK Accuracy, Curling, Shot Accuracy and Shot Power attributes. The player marked "L" deals with kicks from longer distances. When your team is awarded a free kick, you can change the player standing over the ball by visiting the Select Kicker screen in the Pause menu. Turn to page 94 of the Coaching Manual chapter for more details.

Corner Kicks (CK): Choose the players who will take corner kicks on the left (L) and right (R) of the pitch. Good passing skills are essential for this role. Turn to page 93 of the Coaching Manual chapter to learn more.

Penalty Kicks (PK): Set your spot-kick specialist. Ideally, this player will have excellent shooting ability.

SELECT CAPTAIN

Dedicated Pro Evolution Soccer players will undoubtedly have wondered if their choice of captain has any influence on that player's performance on the pitch or, for that matter, the team as a whole. The truth is, it doesn't – at least not yet.

"We have thought about many things that we could do with the choice of the captain – like organising the defensive line if you're a defender like John Terry as the captain of Chelsea," reveals legendary PES producer Shingo "Seabass" Takatsuka. "Currently, the choice of the captain has no effect on anything. But in the future I would like to have this influence so that it motivates or demotivates the team."

QUICK SETTING

If you don't have the time (or inclination) to sit and issue instructions for each of your players, the Quick Setting menu offers a number of "off-the-peg" tactical solutions. These automatically alter your current formation (although not significantly so – think of it as a "tweak"), the Team Strategy options, player runs and defensive instructions.

Balanced: The "vanilla" option: nothing too ambitious, but a reasonable choice for most matches. Players will divide their time equally between defence and attack. There are no specific forward runs activated, and the entire team will fall back to defend when required to do so.

Defence Only: The entire team is shifted to a deeper position on the pitch, and every player is instructed to fall back and defend – even your centre-forwards. While perhaps suitable for defending a lead in the final moments of a match (some would argue that a counter-attacking strategy would actually be a better option), it's inadvisable to use this for entire matches. If players aren't inclined to get forward, you'll find it difficult to maintain possession and mount any form of attack.

All Attack: From one extreme to another. On the All Attack setting, your players will throw caution to the wind and pour forward in numbers. Again, this can be an apposite choice when the situation really demands it, but almost certainly isn't a prudent tactical decision for entire games – unless, of course, there's a huge disparity in ability between your team and your opponents.

Counter Attack: Configures your team in a way that helps you play "on the break", with forwards (and wingers) ordered to remain upfield to provide an outlet for quick passes as and when your team regains possession.

Side Attack: This setting pushes players on either flank further forward, which is ideal if you have a tall centre-forward with excellent aerial ability to cross to, or are playing against a side that uses a three-man defence.

Centre Attack: Your midfield is positioned higher on the pitch, and will aggressively push forward. While this provides you with more attacking options, it can leave your back line exposed to quick counter-attacks.

Forwards Press: Centre-forwards, support strikers and wingers will drop back to form a first line of defence when you lose the ball; all midfielders and forwards are instructed to make forward runs when you regain possession.

STOCK

The Stock feature (Fig. 9) enables you to store and select up to ten customised formations. This includes all tactical options selected in the Formation Settings screen, and the position of players in your current squad. A great time-saving feature for both single-player and multiplayer PES5 sessions, this is especially helpful if you're a manager that likes to issue very specific instructions to your teams.

To store an edited formation, highlight the team flag in the Now In Use section of the Stock window. Now select it with ⊗, and "paste" it to one of the ten available slots. To use a stored formation, the reverse applies: press ⊗ to select it from the Saving Data window (or Default box if you want to restore a team's original tactics), then move the cursor to the Now In Use box and press ⊗ again to implement the change. In future matches, you will find that PES5 automatically loads the first stored formation data it encounters for your team, checking each slot in sequence. Therefore, if you have different formations for France saved in slot 4 and slot 5, the data in slot 4 will be automatically loaded.

Although saved formations will be represented by the icon of the team you initially created them for, you can apply them to other sides. This will often, however, lead to players appearing in very unusual positions, so remember to check and rearrange your squad before you proceed to the match. Stored data is kept in the memory for the duration of your PES5 session. If you want to save it for future use, you'll need to visit the Data Management options at the bottom of the window. These are the options available to you:

Save: Choose this option if you want to save your formation data (all ten slots) for future use.

Load: Load a saved formations file.

Copy From Opponent: Erase your current saved formations and replace them with the stocked data for the (depending on your position) home or away side. You will need to confirm your decision before this takes place.

Change: Exchanges the stocked data for home and away sides.

All Clear: Erases all stocked formation data. You will be asked to confirm your decision before this takes place.

CONTROLS

Part of Pro Evo 5's in-game help system, the Controls menu offers tutorials on a variety of options found in the Formations Settings screen.

MAN MANAGEMENT

We shouldn't need to tell you that every player in PES5 is an individual – even one brief match will demonstrate how every man on the pitch represents the sum of varied abilities and characteristics. In a sense, each player's attributes can be divided into three categories: preset physical characteristics and speciality roles (Height, Dominant Foot, and positions), abilities (all stats rated from one to 99 or one to eight), and special abilities (specific proficiencies or behavioural tendencies marked with a star).

With background information for every ability, special ability star and player condition, this section is designed to increase your understanding of PES5's underlying mechanics, and to assist you in choosing the players to suit your tactics and style of play.

PLAYER ABILITIES

To get the most out of your team, it's critical that you learn each player's strengths and weaknesses. If you only have a very cursory appreciation of each team member's attributes – say, that player X is fast, player Y is good in the air, and player Z can dribble the ball well – you put yourself at a huge disadvantage. Player abilities and the special ability stars play a massive part in every match – as the following explanations illustrate.

Attack: As new abilities have been added to the PES series, the Attack rating – once an umbrella attribute that represented many different player characteristics – has decreased in importance. In PES5, its primary function is as an indicator of how well an attacker (particularly a strong, tall centre-forward with the Post Player star) can hold off his marker.

Defence: The higher this stat, the better and faster a player is at performing challenges and sliding tackles. Where the latter is concerned, it also has an influence on how quickly a player can get to his feet.

Balance: Balance roughly equates to strength in PES5. A vital attribute in defenders but useful throughout your team, it enables players to withstand and apply physical pressure. A player with high Balance is much more likely to stay on his feet.

Stamina: Determines how quickly a player will tire. The higher the value, the greater his endurance.

Top Speed: The higher this value, the greater a player's running speed when he is not dribbling the ball.

Acceleration: How quickly a player can reach his top speed.

Response: This is a very important attribute. First and foremost, you can view it as a measure of how promptly a player will react to your commands – for example, when making a quick turn while dribbling to pass a defender. For CPU-controlled players (including goalkeepers), it shows how fast a player's reflexes are. Finally, Response also indicates how quickly a player thinks: players with high levels will collect more loose balls, intercept more passes, and be better at getting into position for headers.

Agility: "If a normal player takes about ten animation phases, players with high Agility might only take eight or six in order to do the same move," reveals Seabass. "It's a matter of what he can do in a smaller amount of time. If the Agility is higher, like with Ronaldinho, a player will be able to kick the ball faster than a normal player, who must take a step and then kick – Ronaldhino can just kick the ball immediately. If a player's Agility is very high but his Dribble Accuracy is very low, that player would not be good at dribbling, but he would be very good in performing quick kicks. So: when he dribbles, both abilities really matter."

Dribble Accuracy: Players with high Dribble Accuracy are adept at moving with the ball at their feet. They touch the ball more frequently as they move, keeping it close, which enables them to manoeuvre with greater speed and precision; it also makes them harder to tackle. "It's not a matter of speed, it's a matter of how good the dribbling of that player is," explains Seabass. "There are players who have a very slow dribbling speed, but are very accurate at controlling the ball at the same time. If you use Ronaldinho (accurate dribbling) and then a goalkeeper (poor dribbling), it might take the same time to dribble from here to there, but the number of ball touches will be very different."

Dribble Speed: How quickly a player can move with the ball at his feet.

Short Pass Accuracy: How precisely a player can make passes along the ground.

Short Pass Speed: Dictates the speed at which a player's short passes will move.

Long Pass Accuracy: How well a player can make airborne passes to a teammate. Naturally, this ability is extremely important for players who are expected to regularly perform crosses.

Long Pass Speed: The higher this total, the better the general speed of long passes and crosses.

Shot Accuracy: If a player makes a good, clean connection with the ball while making an attempt on goal, his Shot Accuracy influences how precise his aim will be.

Shot Power: The higher a player's Shot Power, the more venom he can pack into a shot on goal. This is also of relevance to defenders and goalkeepers: a higher rating means that they will be able to clear the ball more efficiently.

Shot Technique: "Shot Technique is a parameter that defines the ability of a player to kick and shoot the ball correctly," says Seabass. "If the Shot Technique figure is higher, the player has a higher probability of performing a nice shot. This also matters when a defender is pressuring you. If the player has a low Shot Technique and a defender is right beside him, the chance of performing a nice shot is reduced. With a high Shot Technique level, a player still has a high probability of shooting the ball well."

In PES4, all player abilities were rated in a linear system ranging from, for example, 50 (terrible) to 99 (best in the world). In PES5, attacking abilities of 95 and above – highlighted in red – signify a much greater leap in prowess with every point up to and including 99 (see Diagram 1). This is most tangible with the Shot Accuracy, Shot Power and Shot Technique stats. If you have a player with an ability of 95 or over in one or more of these categories, you will really notice the difference in the quality of his marksmanship.

Free Kick Accuracy: The higher this value, the more accurate a player's free kicks. Other attributes have a big influence on free kicks, particularly Curling. For more information, see page 94 of the Coaching Manual chapter.

Curling: Determines how much curve a player can apply to a free kick or corner. One thing that you might not realise, however, is that this value also dictates how well a player can make the ball drop after it clears the defensive wall. A player with high Free Kick Accuracy but poor Curling may be able to clear the wall and send his kick in the right direction from sub-25 yard distances, but the ball will rarely dip sufficiently to trouble the goalkeeper.

Header: At high levels, both passing headers (performed with ⊗) and headers aimed at goal (performed with □) will be much more accurate.

Jump: How good a player is at leaping to meet a high ball. Remember that this is less important (although still very useful) for very tall players.

Technique: Primarily, Technique determines how well a player can trap and control the ball; it is also taken into account when a player makes a first-time pass or performs certain tricks. PES adepts might be surprised to learn that it has another function: the higher it is, the more accomplished a player will be at performing chip shots.

Aggression: This value dictates how likely a player is to run forward to join an attack. This is an ability administered by PES5's code: it has no bearing on any player under your direct control, and works in the same way for both human and AI-controlled

teams. A player with a low Aggression rating will be more inclined to stick to his assigned position in a formation.

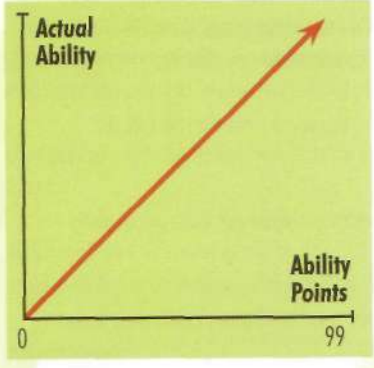
Mentality: Another player characteristic that only applies to players not directly under your control, Mentality indicates a player's commitment and drive. When his Stamina is low, a player with a high Mentality level will be much more likely to run and maintain his general level of dedication than a similarly exhausted player with a lower Mentality rating.

Keeper Skills: Only really of relevance to goalies (it's set to a default 50 for all outfield players), Keeper Skills indicates how accomplished your man between the posts is at stopping shots.

Teamwork: One of the most complex player attributes, a player's Teamwork rating is a measure of how well he can interact with his teammates. On its own, this stat doesn't mean a great deal; it's possible to surmise that a player with a total of 90 will be "better" than someone with 60, but little else.

To see how it has an impact on your side, you need to examine the Teamwork diagram on the Formation

DIAGRAM 1



PES4

PES5

Settings screen. Select Change Player, then press ◎ to toggle through the three displays. As you can see as you move through members of your squad, the reciprocal "understanding" between each player and his teammates is displayed by a series of numbers. We won't bore you with details on how this is calculated, but this is a truer indication of how a player will fit in with the rest of a squad – and, moreover, how well your team interacts as a whole.

During matches, Teamwork ratings have an influence on positional sense and passing. At high levels, players will be much more likely to make well-timed runs, will play or receive passes with greater precision, and will just generally be in the right place at the right time on a more regular basis. "In one word, the Teamwork system could be described as 'combination' within the team," explains Seabass. "So if Teamwork is low it's more likely that passes won't connect; a normal pass will be less fluid. If the Teamwork is high the players will move well, so the passing will be very fluid."

"In real-life football, one superstar player cannot change the whole flow of the game," continues Seabass. "In order to represent that, we developed this Teamwork system, so that sometimes passes won't reach a superstar player, or it's less likely that he would receive it in a very good position. Right now there are lots of restrictions due to the hardware, so we cannot improve the AI that much. But in the future we would like to explore and improve the depth in stats so that we can represent what is good Teamwork and what is not good Teamwork. My dream is that a not very famous club could win against Real Madrid because the Teamwork of the smaller team's players is good enough. That's kind of the ultimate goal with this system."

Consistency (1 to 8): How reliably a player can perform his duties. The lower his Consistency, the more likely he is to make a poor pass, misdirect a header, or send a shot into row Z. There are some remarkably mercurial players in PES5; individuals who can follow a moment of sublime genius with an almost comical error. Whether you play them or not is entirely at your discretion, but there are times when a less gifted but more trustworthy player might be a better choice…

Condition (1 to 8): How prone a player is to accumulated fatigue after matches. This is especially relevant in Master League campaigns, and should be an attribute you check with all prospective signings.

Weak Foot Accuracy (1 to 8): The higher this value, the better a player will be at kicking with his "weaker" foot. An individual with an 8 is that rare beast: a genuinely two-footed footballer. It's always worth knowing how proficient players are in this category, especially if they play in a position where they are regularly required to make crosses.

Weak Foot Frequency (1 to 8): How inclined a player is to use his weaker foot.

Injury: There are three Injury ratings: A, B and C. A player with an A is much less likely to suffer harm than a player with a C. If you're a keen advocate of "professional" fouls and malicious challenges, it might be worthwhile knowing which players on your opponent's team are most susceptible to injury…

SPECIAL ABILITY STARS

Dribbling: This special attribute only applies to CPU-controlled teams. If a player has the Dribbling star, he will be much more likely to run with the ball and attempt to get past opponents with trickery.

Tactical Dribble: Similar to the Dribbling star – and, again, not applicable to players on human-controlled teams – a player who has the Tactical Dribble star will look to dribble past opponents in order to make a shot on goal.

Positioning: A player with the Positioning star will be much more effective at moving into space (and, moreover, the **right** space) in the opposition penalty area. He will also be skilled at escaping markers.

Reaction: The Reaction star has a cumulative effect with Aggression. If a player not currently under your control (or a member of the opposite team) has it, he will make well-timed forward runs when his team is in possession. This can be especially useful when you are controlling someone who has the Playmaker or Passing stars.

Playmaker: Individuals that have the Playmaker star are a relatively rare and very special breed. When they are in possession, their teammates in midfield and attack will be much more likely to find space and make intelligent runs. "Everyone can rely on this player," comments Seabass. "If Zidane has the ball, everyone knows that he can keep the ball and play a final pass."

Passing: Players with the Passing star are more adept at creating goalscoring opportunities. "Passing is like the Playmaker star, but it's a more restrictive version because it only applies near the opponent's goal," says Seabass. "While Playmaker is useful all over the pitch, the Passing star only influences the final pass."

Scoring: "If a player with the Scoring star has his back to goal as he shoots, he is more likely to hit the target even though he can't see it," explains Seabass. "Secondly, up until PES4, right-footed players that aimed at the left corner from a far right position always shot with a ball rotation that made the ball curve to the left – he was more likely to miss the goal. But if your player has the Scoring star, you have the ability to curve inwards so that the ball is more likely hit the corner of the goal."

1-1 Score: This enables strikers (and select wingers and midfielders) to slot the ball past a goalkeeper more effectively as he rushes out to meet them. It also improves the quality of chip shots.

Post Player: The sole preserve of strong and often tall strikers, the Post Player ability makes them drop back into midfield to receive the ball – but only when under CPU control, of course – which they can then hold up to give their teammates time to join the attack. This also improves their ability to use their strength to hold off an opposing player.

Lines: Forwards with this star are more accomplished at timing their (often diagonal) runs in order to break the opposition's offside trap.

Middle Shooting: A rudimentary explanation of the Middle Shooting star is that it improves a player's ability to make shots from range. For a more comprehensive overview of how it works, see page 90 of the Coaching Manual chapter.

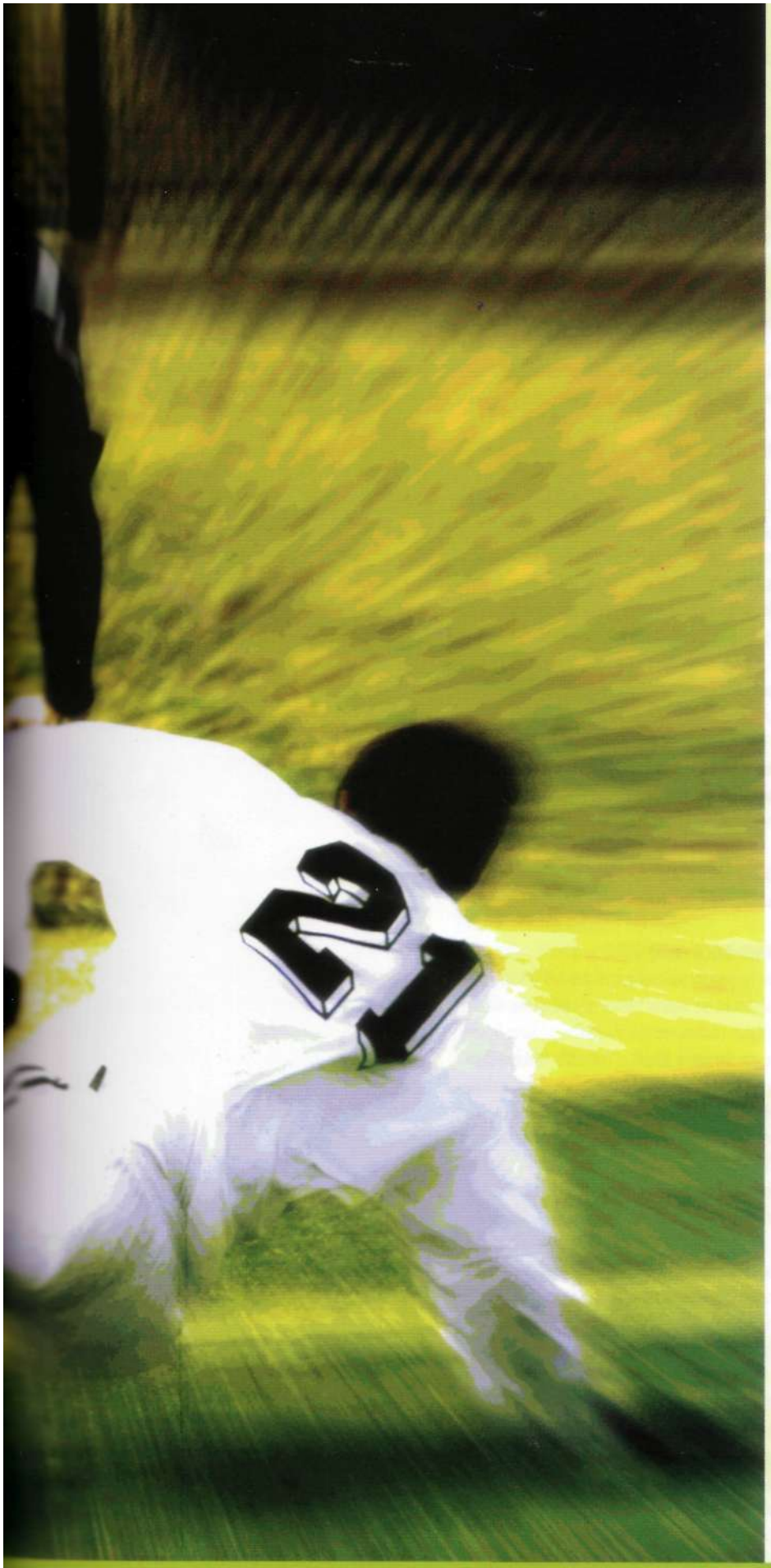
Side: This is a characteristic that is administered by the CPU and does not affect players under your control. An individual with the Side star will be inclined to move out to the touchline if there is space there. For a real-life comparison, think of Henry's affinity for working along the left flank while playing for Arsenal.

Centre: Again, this is something that only applies to players under CPU control. "Centre is the opposite to Side," explains Seabass. "When a player with the Centre star is on the touchline, his tendency is always to go back to the centre of the field. A real-life example is Beckham: even if he is on the wing, he often moves back to the middle."

Penalties: If a player has this star, his shots aimed towards the roof of the net are more likely to be successful during penalty kicks. For more information, see page 97 of the Coaching Manual chapter.

1-Touch Pass: Despite its name, this star actually enhances a player's ability to make first-time shots. "This is a little mistranslation," admits Seabass. "It's not a one-touch pass; it's more a direct volley shot, or rather, the accuracy of a direct volley shot. For one-touch passes, Technique is the important ability."

Outside: Players with this star are more capable of hitting the ball cleanly with the outside of their dominant foot. "Usually, the Weak Foot Accuracy of these players is very low," says Seabass. "This



is because players with Outside stars tend to do everything with one foot. They can use the outside of their strong foot more effectively than the instep of their weak foot, so they compensate their weak foot with the better technique of their strong foot."

Marking: This star imbues CPU-controlled players with improved man-marking skills. It has no influence on players under your control.

Sliding: The Sliding star makes a player a far more accurate practitioner of sliding tackles: he can perform them with near-surgical precision, even when behind an opponent. This greater technical ability also means that he is less likely to receive cautions from the match official.

Covering: Most common in defenders and holding midfielders, the Covering star improves a CPU-controlled player's perception of potential weaknesses in his team's formation. If, for example, a central defender moves out of position, a player with the Covering star will seek to plug the gap he leaves behind.

D-Line: Specific to players that can play at the back (and, more often than not, centre-backs), a player with this star has a beneficial influence on his entire defence. He marshals the back line, improving its ability to maintain its shape and perform the offside trap. Not every team has one of these leaders in its defence – and that's a very tangible weakness. Do *not* underestimate the importance of this special ability.

Penalty Stopper: The first of two goalkeeper-only special abilities, the Penalty Stopper star makes a keeper more proficient at saving penalties.

1-On-1 Stopper: If he has this star, a goalkeeper will be much better at getting some part of his body to the ball when he is in close proximity to a player making a shot.

Long Throw: Players with this star can hurl the ball further (and faster) from a throw-in. When deep inside an opponent's half, this can be almost as good as a cross.

PLAYER POSITIONS

Every player in PES5 is assigned to a position in his formation – such as full-back (SB), central defender (CB) and attacking midfielder (AMF) – that clearly defines his role within the team. This section is designed to help understand what each discipline entails, and how to choose the best man for each slot.

"Essential Characteristics" are the abilities we believe to be vital to a role: as a rule of thumb, these should be at least 80, but preferably higher. "Beneficial Characteristics" are of secondary importance: they will make a player much more effective, but are not mandatory. Finally, "Related Special Abilities" lists the ability stars that will be most useful to each type of player. These are all, of course, guidelines: as you will find, every member of each team is unique. What a player lacks in one area, he may compensate for in another – for example, a full-back with low pace but excellent defensive attributes.

GOALKEEPER (GK)

Although they occasionally run out to intercept the ball of their own accord, goalkeepers (wisely) stick to a position deep in their penalty area unless instructed otherwise.

Essential Characteristics: Defence, Balance, Response, Keeper Skills

Beneficial Characteristics: Top Speed, Acceleration, Long Pass Accuracy, Shot Power, Jump

Related Special Abilities: Penalty Stopper, 1-On-1 Stopper

CENTRE-BACK (CB)

Centre-backs generally stay in their own half of the field, rarely venturing forward unless they have a high Aggression rating, the Reaction star (which is very rare), or are instructed to make runs upfield.

Essential Characteristics: Height (ideally over 180), Stamina, Defence, Balance, Header, Jump

Beneficial Characteristics: Top Speed, Acceleration, Response, Shot Power, Mentality, Teamwork

Related Special Abilities: Marking, Sliding, Covering, D-Line

SWEEPER (CWP)

Relieved of marking duties, the role of the sweeper is to act as a free man in defence, in principle moving along the back line to the positions where he is most needed. He will not embark on runs forward to join the midfield (something certain legendary *liberos*, such as Franz Beckenbauer, were renown for) unless you assign the CB Overlap manual strategy to him and implement it during a match. We rarely (if ever) use sweepers, but it's a strategy that expert PES players might want to experiment with.

Essential Characteristics: Top Speed, Acceleration, Defence, Balance, Header, Jump, Stamina, Response

Beneficial Characteristics: Shot Power, Mentality, Teamwork

Related Special Abilities: Marking, Sliding, Covering, D-Line

FULL-BACK (SB)

Playing on either side of a team's centre-backs, the job of a full-back is to prevent opposing teams from exploiting space on either flank. He may also be required to make forward runs while his team is in possession (and, indeed, is instructed to do so in many default PES5 formations) to support his midfield and attack.

Essential Characteristics: Stamina, Top Speed, Acceleration

Beneficial Characteristics: Defence, Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed, Technique, Teamwork, Mentality

Related Special Abilities: Marking, Sliding, Covering, Reaction, Long Throw

WING-BACK (WB)

Most frequently used as part of the 3-5-2 formation, wing-backs are a more attack-minded genus of full-back that (unless you specify otherwise) have licence to roam the entire length of the pitch. Because they are required to cover such a large amount of ground during a game, players who specialise in this position must have great pace and enormous endurance. In PES5, you cannot assign a player to the wing-back role if you have another player designated as a full-back or side midfielder on that touchline.

Essential Characteristics: Stamina, Top Speed, Acceleration, Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed, Teamwork, Aggression

Beneficial Characteristics: Attack, Defence, Dribble Accuracy, Dribble Speed, Technique, Mentality

Related Special Abilities: Marking, Sliding, Covering, Reaction, Passing, Long Throw

DEFENSIVE MIDFIELDER (DMF)

The defensive midfielder sits in a deep position just in front of his centre-backs. His job is to protect his back line: to close down opponents and break up attacks as they reach the final third of the field, moving across the entire width of the pitch to meet each danger as it arises. Although DMFs generally stick to this holding role, they will periodically press forward to join the attack – especially if they have a high Aggression rating or the Reaction star. Some world-class defensive midfielders are also highly creative, or are notable for their long-range shooting ability.

Essential Characteristics: Balance, Stamina

Beneficial Characteristics: Defence, Top Speed, Acceleration, Response, Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed, Mentality, Teamwork, Technique

Related Special Abilities: Marking, Sliding, Covering, Playmaker, Passing, Middle Shooting

CENTRAL MIDFIELDER (CMF)

The very definition of the "box-to-box" midfielder in PES5, central midfielders divide their time equally between attack and defence. With their duties being a combination of those expected from a DMF and AMF, they should have solid all-round ability. The best central midfielders will also be at least reasonably accomplished marksmen.

Essential Characteristics: Stamina, Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed, Technique, Teamwork

Beneficial Characteristics: Top Speed, Acceleration, Shot Power, Shot Accuracy, Shot Technique, Aggression

Related Special Abilities: Reaction, Playmaker, Passing, Middle Shooting

SIDE MIDFIELDER (SMF)

Providing width to the centre of the midfield, the SMF occupies a more advanced position than both the full-back and wing-back. His main role is to provide crosses for his centre-forwards, but he will also drop back to support his full-back (or, if they are not used in a formation, cover your team's exposed flanks) when his side is under pressure.

Essential Characteristics: Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed, Teamwork

Beneficial Characteristics: Top Speed, Acceleration, Dribble Accuracy, Dribble Speed, Aggression

Related Special Abilities: Reaction, Playmaker, Passing, Middle Shooting

ATTACKING MIDFIELDER (AMF)

Situated between the midfield and front line, the attacking midfielder should be a great creative player, a notable goalscorer, or – ideally – a mixture of both. Although they will drop back to bolster the midfield when their team is under pressure, AMFs are much less inclined to undertake defensive duties than DMFs and CMFs unless given specific instructions to do so.

Essential Characteristics: Dribble Accuracy, Dribble Speed, Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed, Technique, Teamwork

Beneficial Characteristics: Agility, Balance, Top Speed, Acceleration, Response, Shot Power, Shot Accuracy, Shot Technique

Related Special Abilities: Reaction, Playmaker, Passing, Middle Shooting, 1-Touch Pass

WINGER (WF)

Wingers in PES5 are highly attacking players. They may drop back into midfield, but you'll rarely see them in and around their own penalty area. When used in conjunction with an aggressive counter-attacking strategy, they will stay upfield while their team attempts to regain possession, waiting for a through-ball or long pass.

Essential Characteristics: Top Speed, Acceleration, Response, Dribble Accuracy, Dribble Speed, Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed

Beneficial Characteristics: Attack, Balance, Stamina, Agility, Shot Power, Shot Accuracy, Shot Technique, Teamwork, Aggression

Related Special Abilities: Reaction, Passing, 1-1 Score, Lines

SUPPORT STRIKER (SS)

Usually positioned in a withdrawn position just behind a centre-forward, the support striker can act as a link between the midfield and the attack. He will drop back into midfield when required, but will be quick to run forward when his team is in possession. A cross between an AMF and a CF, he must have excellent all-round attacking attributes along with abilities (particularly in the four passing categories) that enable him to create goals as well as score them.

Essential Characteristics: Attack, Top Speed, Acceleration, Dribble Accuracy, Dribble Speed, Short Pass Accuracy, Short Pass Speed, Long Pass Accuracy, Long Pass Speed, Shot Power, Shot Accuracy, Shot Technique, Teamwork

Beneficial Characteristics: Balance, Stamina, Agility, Response, Header, Jump

Related Special Abilities: Positioning, Reaction, Playmaker, Passing, Scoring, 1-1 Score, Lines, Middle Shooting, 1-Touch Pass

CENTRE-FORWARD (CF)

Broadly speaking, there are three types of centre-forward. Some are target men, strong, tall and typified by their aerial ability, with the strength to hold the ball up to enable their teammates to join the attack. Others are smaller, but much faster and more agile, specialists in beating their opponent's offside trap en route to goal. The third (and most common) striker is the all-rounder, a jack-of-all-trades that is at least reasonably strong in all situations. All should have a blend of the following abilities that best suits their physique and style of play.

Essential Characteristics: Attack, Balance, Top Speed, Acceleration (speed stats are less important for tall target men), Shot Power, Shot Accuracy, Shot Technique, Header, Jump

Beneficial Characteristics: Response, Agility, Dribble Accuracy, Dribble Speed, Teamwork

Related Special Abilities: Positioning, Reaction, Scoring, 1-1 Score, Post Player, Lines, Middle Shooting, 1-Touch Pass

CONDITION, STAMINA & INJURIES

The player abilities you can see on the Formation Settings screen (Fig. 1) are not set in stone: they are modified in accordance with a player's current condition. As you can see from Table 1, there are invisible bonuses or penalties – a percentage of the specified characteristics added or subtracted – for all conditions bar the "normal" green arrow. You should always take these into account when picking your team.

As a rule, you should never use players – even superstars – that have a grey arrow. The impact on their abilities is devastating, as a quick bout of mental arithmetic will reveal. The orange and red arrows, by contrast, can transform a solid substitute into a potentially pivotal member of your team in the match ahead. If your star striker has a blue arrow and his talented understudy in the reserves has a red arrow, the latter can often be the best choice.

Don't even *think* about playing someone if they have a yellow cross. Not only will the massive reduction in their stats make them a liability, they are at a far greater risk of picking up a more serious injury.

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TABLE 1

Ability	↑	↗	↘	↓	+	↖
Attack	+12%	+6.4%	-8%	-16%	-32%	-6.4%
Defence	+12%	+6.4%	-8%	-16%	-32%	-6.4%
Balance	+12%	+6%	-12%	-18%	-18%	-6%
Stamina	+12%	+6%	-6%	-12%	-24%	-6%
Top Speed	+9%	+4.8%	-6%	-12%	-24%	-4.8%
Acceleration	+12%	+6%	-9%	-18%	-24%	-6%
Response	+12%	+6%	-9%	-18%	-24%	-6%
Agility	+12%	+6%	-9%	-18%	-24%	-6%
Dribble Accuracy	+9%	+4.8%	-4.8%	-9%	-24%	-4.8%
Dribble Speed	+9%	+4.8%	-6%	-12%	-24%	-4.8%
Short Pass Accuracy	+9%	+4.8%	-4.8%	-9%	-18%	-4.8%
Short Pass Speed	+6%	+3%	-3%	-6%	-18%	-3%
Long Pass Accuracy	+9%	+4.8%	-4.8%	-9%	-18%	-4.8%
Long Pass Speed	+6%	+3%	-3%	-6%	-18%	-3%
Shot Accuracy	+9%	+4.8%	-4.8%	-9%	-18%	-4.8%
Shot Power	+12%	+6%	-6%	-12%	-18%	-6%
Shot Technique	+9%	+4.8%	-4.8%	-9%	-18%	-4.8%
Free Kick Accuracy	+9%	+4.8%	-6%	-12%	-18%	-4.8%
Curling	+9%	+4.8%	-6%	-12%	-18%	-4.8%
Header	+9%	+4.8%	-4.8%	-9%	-18%	-4.8%
Jump	+12%	+6%	-6%	-12%	-24%	-6%
Technique	+9%	+4.8%	-6%	-12%	-18%	-4.8%
Aggression	+9%	+4.8%	-6%	-12%	-30%	-4.8%
Mentality	+12%	+6%	-9%	-18%	-30%	-6%

Another factor that affects player abilities is stamina loss – something we'll allow Seabass to explain. "It will affect his dash or sprint most of all – start of the dash, end of the dash and, of course, the high peak of his fastest dash," he reveals. "Another factor is the reflex speed – he will not react as quickly as he could if he had full stamina. Stamina loss only affects a player when his stamina is under 50%. So: 65% is no problem, 60% no problem, but if it's under 50% – 49, 48 – it will begin to take effect. And under 20% it's really low.

"This doesn't affect technical abilities, but the physical abilities will be affected: Top Speed, Acceleration, Response and Dribble Speed, and maybe Jump as well. It's especially critical for defending players in terms of Response. If you press the pressure button, this becomes a little slow to react."

"Once a player's stamina level passes that 50% mark, we cannot say for sure how much an ability will be affected, but it is reduced by a certain value depending on his stamina level. Of course, each player has different abilities. The loss will be more difficult for people with bad values in the first place. For instance, stamina is at 50%, the player's ability is 100. Stamina drops to 0, the ability drops to maybe 90. The player who had 90 at the beginning will drop by the same amount and he will end up with 80. The reduction value remains constant, regardless of the actual ability."

COACHING MANUAL

With over 100 moves to learn and use, Pro Evolution Soccer 5 is a tough game to master. In this chapter we examine button commands and concepts that, with practice, will exponentially improve both your playing skills and your understanding of the game. With key points illustrated by useful diagrams, and featuring insider information from the PES5 development team (including direct quotes from main man Shingo "Seabass" Takatsuka), the following pages will make you a far better PES5 player: we guarantee it.

INTRODUCTION

The main body of this chapter examines each individual move, divided – perhaps arbitrarily in some cases – into broad categories as an aid to easy reference, supplemented by additional tips and advice where appropriate. We assume a reasonable understanding of football, and an at least basic appreciation of how to play Pro Evolution Soccer 5.

If you're a Pro Evo novice, we recommend at least a day's worth of play before you do anything more than skim-read this section of the guide for interesting moves and tricks. PES5 is not an RPG, a platform game, or a first-person shoot 'em up: your enjoyment of it will not be curtailed by becoming "stuck". We cannot attempt to offer a step by step guide to every sequence of events that might happen in a given match, and nor would we wish to.

At its core, PES5 is a finely-tuned simulation: do not underestimate the complexity of its underlying mechanics. Designed to be accessible to a wide audience and, perhaps most importantly of all, fun to play, it is also a detailed and authentic interpretation of its real-life subject matter. Every event, pass, shot and save, is governed by processes and calculations so intricate and interwoven that even PES5's creators – as they candidly admit – cannot always (and, in some cases, ever) predict the outcome with accuracy. From the physics engine that governs ball movement, to the abilities that have such an impact on each player's performance, nothing in PES can truly be said to be random. If you find that you are struggling to win, don't think for a minute that the game is "cheating". Instead, look to how you can improve your play. In this guide, many of the answers you need (even if you have yet to realise the question) are at your fingertips.

The purpose of this chapter isn't merely to tell you how to perform move X, offer playing advice and make miscellaneous helpful suggestions. It is also designed to help you acquire a deeper understanding of how PES5 works – particularly in terms of which attributes dictate how well a player can perform certain moves, and why. But while we can provide the theory, only *you* can successfully put it into practice...

DEFENCE

If there's one difference that clearly separates Pro Evolution Soccer 5 from its predecessors, it's the fact that defending now requires far greater skill and judgement. As winning the ball can be much harder, closing down opponents to limit their time and space in possession can be more effective than attempting to make a challenge as quickly as possible. For those who have not played a Pro Evo game before, this will take a great deal of practice. What may surprise expert players, though, is that adapting to this new emphasis on pressing and containment may actually be more difficult for those who are long-term PES aficionados. This is especially true when you play against the precise and aggressive AI teams.

Every player in PES5 has a physical presence governed by his abilities and, to a much lesser extent, his size. When two players collide, there is now a much higher chance that one (or even both) will stumble or fall to the turf. Obviously, this is most common during attempted challenges, but it can actually happen at any time. More importantly, it is an event governed by a realistic interpretation of each player's speed, attributes, and the nature of the bodily contact.

Ask yourself: what happens when a 15-stone, 6-foot 4-inch defender runs into the back of a 5-foot 8-inch 11 and a half stone winger? Players in PES5 do not lose their balance simply because a random parameter suddenly decrees that a foul should occur. Such events are governed by complex calculations that – however frustrating their results may sometimes be – are designed to provide an authentic simulation of the

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physical nature of real football. If you watch carefully, there are off-the-ball moments when a diminutive forward can run into a stout defender and be knocked unceremoniously onto his backside; you will even see occasional instances where two players from the same side accidentally collide and fall.

Because PES5 simulates the physical aspect of football in greater detail, those who are au fait with previous games in the series will need to revise their expectations of what a "fair" challenge is. Just as poorly-judged (or plain malicious) sliding tackles with ◎ have always caused players to fall to the ground, kicking a player's ankles with ⊗ as he attempts to sprint past your marker will now often have the same effect. Put plainly, you need to time your challenges carefully to ensure that you kick the *ball*, not the player.

Another (again, physical) factor that has a strong influence on how you defend is the ability of players to "hold off" a marker positioned behind them (Fig. 1) as they stand with the ball (see page 73 for more information), or as they await an incoming pass, cross or aerial ball. If you are playing against a powerful, imposing centre forward – think Shearer, Adriano, Drogba and Makaay – their strength makes them a handful for even the best of the defenders. Additionally, the integration of the sidestep move into the range of movement accessed with ✣ – and the increased use of the move by AI teams – means that it can be much easier for players with advanced dribbling skills to escape their markers.

01

As important as your reactions are, an arguably more valuable skill while defending is your ability to "read" the game: to predict what your opponent intends to do, and to react accordingly. It is often better to close down a player, restrict his space, and wait until a clear opportunity to win the ball presents itself before you commit to a challenge. We also advise that you practice using ▣ prompt a teammate to automatically assist you.

If pressed to offer one general rule of thumb, a suggestion that will serve players well while defending, it would be this: look to your knowledge of football for guidance. Much that is true in the real-life game is equally applicable in PES5. For example, keeping a centre-back or full-back "goal-side" – that is, between the opposing player and your goal when you don't have the ball is just plain common sense (Diagram 1). The idea, after all, is to stop the advance toward your penalty area, not stand aside and wave rival players through.

01

CURSOR CHANGE

L1

Possibly the most elementary of all PES5 commands, the cursor change function enables you to quickly switch direct control between players in the immediate vicinity of the ball. Many people will begin their PES5 careers with the S-Auto (Semi-Auto) Cursor Speed option – found on the General Settings screen – activated and set to the default frequency of four. In time, though, you may come to find that you prefer either the S-Auto Cursor Speed set to lower strengths of one or two, or even the Manual setting.

Controlled use of L1 to change players is good; rapidly pressing it in a panicked bout of indecision is very bad. However briefly a player is selected, he will invariably begin to move in the direction that you are pressing on ✣ as the cursor appears above his head. You will find that when you switch to another player then return the cursor within a split second, there can be a momentary delay in his reaction to your commands as he returns to your full control. This, clearly, can be a veritable gift to an opposing team, especially if they have a player in a shooting position.

The only way to acquire the knack of calm and collected player changes is through experience. There is also something to be said for picking a formation and sticking to it: when you instinctively know your players' positions, cursor changes become much less of an issue.

SPRINT

R1 + ✣

This is the "run" button; when you use it, your players move faster. Do not interpret "faster" as meaning "better", though. The first thing you must learn in PES5 is that sprinting at all times while trying to regain possession will not only reduce your ability to win the ball, but also cause players to tire at a much higher rate.

When a player sprints, his greater momentum means that his turning circle is greatly increased, sudden changes in direction take much longer, and his reaction to button commands – to make a challenge with ⊗, a sliding tackle with ◎, for example – will be slower. Furthermore, constant running will leave all but the hardiest of players exhausted well before the end of the match. As we discuss on page 60 of the Team Management chapter, low stamina levels lead to a loss of pace, acceleration, dribbling speed, response and jumping ability.

Unless there's a specific need to run at full speed after an opponent, you should try to carefully regulate your use of R1 to provide little bursts of acceleration when required. You should think of R1 as a way to adjust your player's speed, not as a digital switch between jogging and running flat-out.

As sprinting while in possession of the ball is a very different ability, with far more variables to consider, it is discussed in the Basic Dribbling section on page 73.

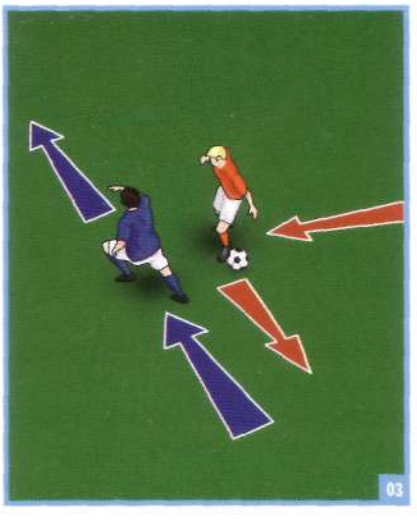
TACKLE/PRESSING (AUTOMATIC)

Press and hold ⊗ for your player to "home in" on an opponent and automatically attempt to tackle/apply pressure

The automatic tackle/pressing function removes a player from your direct control for as long as ⊗ is held down, and guides him toward the opponent in possession of the ball. When your player is sufficiently close to his target, he will attempt to make a tackle. For those inexperienced in the ways and wiles of the Pro Evo series, this command has long simplified the process of trying to win the ball. While it has never been as efficacious as practiced manual tracking and tackling, using it is a habit that certain PES players have never felt the need to break.

While we grudgingly acknowledge that it might still be useful for beginners during their first few games, holding ⊗ to automatically pressure and tackle opponents is now very much a *bad* habit. In PES5, it's far less effective for a variety of reasons. Its principle weakness is that it will lead you to commit far too many fouls. The dogged AI "homing" code that once reliably harried and harassed opposing players is now ill-suited to PES5's overhauled tackling system.

02


03

Holding ⊗ makes your player take the most direct route to the ball: it doesn't take the opposing player into account. If your target is facing away from you with the ball at his feet, automatic pressing will send your player straight into his back (Diagram 2). Your player will also be less responsive to tricks performed by your opponent. If your opponent sidesteps or turns suddenly, your player's momentum can either carry him straight past (Diagram 3), or lead to an untidy collision.

With PES5's enhanced artificial intelligence making COM-controlled players much more adept at both dribbling and shielding the ball, you'll soon find that the use of automatic pressing on higher difficulty settings is often counterproductive. You may win the ball sometimes, but there will be many occasions when you'll commit an untidy foul, or – potentially worse – allow your opponent to skip past your player with a simple sidestep. The same drawbacks apply when you play against human opposition, and it also makes you woefully predictable.

If that isn't enough to convince you of the importance of honing your manual tackling and pressing skills, here's another problem with automatic pressing: it can burn up stamina at a ferocious rate, especially while sprinting. And if PES veterans still need further proof, Seabass offers the following advice. "What really affects stamina most is if you press ⊗ to 'pressure-defend'. Even if you are not controlling a player, your team AI still handles his movements according to team strategy. If that's the case, the stamina decrease level is 1. But if you hold the dash and pressure buttons all the time, the decrease would be level 4 – four times more than just doing nothing."

TACKLE (MANUAL)

Press ⊗ to make a challenge/apply physical pressure

Timing and accuracy are of paramount importance when you attempt to tackle in PES5. It's not enough to press ⊗ when you are close to the man in possession: you need to be near enough for your player to actually reach the ball. If you make too much contact with your opponent, you're likely to commit a foul. It will take you time to learn (or, in the case of long-term PES players, relearn) the knack of stealing the ball quickly and cleanly.

You should always remember that successfully tackling with ⊗ doesn't instigate a simple transfer of possession – things have moved on considerably since the early days of soccer simulations. You may manage to knock it from in front of your opponent, but the ball won't always automatically fall under your player's control. Thanks to Pro Evolution Soccer 5's sophisticated physics engine, the ball will behave in an authentic manner. Your angle of approach will always have a bearing on where it might end up. For example, if you approach and tackle an opponent head-on, it's always possible that it can rebound off feet and shins and land in an unexpected position. Another factor to take into account is your momentum. If you run at full-speed into a challenge against a stationary or slow-moving opponent, another complication (in addition to the increased risk of committing a foul) is that your contact with the ball can be very heavy. Be prepared to collect the loose ball (or to prevent the other team from doing anything meaningful with it) as quickly as possible.

There are times when you don't actually need to press ⊗ to win the ball. Players that are sprinting are much easier to deprive of possession: if you time it right, you can simply run your player onto the ball and steal it from their feet. If two players are running shoulder-to-shoulder along the touchline, you can also use your man's pace (and strength) to run ahead and ease his adversary off the ball. In short, sprinting players can be much easier to tackle. As we discuss later in this chapter, constant use of R1 while in control of the ball is the mark of a poor PES player. It's not something that AI teams do very often (if at all on higher skill settings), but it's something you can happily exploit when playing against friends.

Conversely, players moving at slower speeds are far more awkward to tackle – and especially so when they have a high Dribble Accuracy stat. As the ball is closer to their feet, and they take more touches of the ball as they move, they are more able to react to and avoid a challenge (Response also plays a part here). You need to watch their feet closely, waiting for an opportunity – an obvious sidestep, a predictable turn, the distinct animation frames that precede certain moves – to commit your player to a challenge.

Late in the match, a player's energy level plays a part in how well he can tackle. As low stamina also affects your player's Response ability, his reaction to your instruction to tackle with ⊗ can be slower if he is tired (and more so if he is completely exhausted). If you can't substitute a weary player, be mindful of the fact that it will be harder for him to successfully win the ball in his fatigued state.

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DEFENSIVE TIPS: PRESSING

Ubiquitous in contemporary football, "pressing" is where one or more players hound the member of the opposing team currently in possession to deny him time and space on the ball. As effective in PES5 as it is in real life, constant pressure from your players limits an opponent's attacking options: it becomes much harder for him to pass, shoot, cross and dribble. With so little room to manoeuvre, he is much more likely to make a mistake – a mistimed pass, over-ambitious dribble or easily-blocked shot – or be forced to pass back to a defender or holding midfielder.

Tracking players closely is something of an art, especially when you face a player with notable dribbling skills. You need to stay close enough to deny him space, but not so close that he can easily leave your man in his wake with a feint, sidestep or turn. Judicious use of the R1 sprint is absolutely key here: knowing when to use it is a vital skill. If you run at all times, your player's momentum will make it difficult for him to turn quickly. If you don't use it enough, or fail to react to his sudden changes in pace, your opponent will be able to gain the half a yard required to make a successful pass, cross or shot.

Generally speaking, the difference in speed between a forward with the ball and the defender tracking him is much less pronounced in PES5 than in previous games in the series. Step for step, many players can often keep up with all but the fastest winger or forward in a straight-line sprint. The best way to dribble past an opponent in PES5 is often to send them in the wrong direction, or to entice them into making an unsuccessful challenge. Your job while marking, therefore, is to avoid making either mistake.

As we have already mentioned, raw reactions are great to have, but it's far more important that you learn to interpret your rival's behaviour and predict his intentions. Your understanding of football can be of enormous assistance while attempting to win the ball. We shouldn't need to tell you that closing down an ace playmaker, or someone with excellent passing skills – such as Zidane, Gerrard, Pirlo or Figo – is absolutely vital.

Although your player is much more likely to concede a foul while actually touching his opponent, there is a very tangible benefit to be gained from close-quarters pressing: it can influence the accuracy of your opponent's passing or shooting ability. If a striker attempts a shot on goal while fending off the attentions of a centre-back, he is less likely to hit the target. Much depends on the player in question, though, with Shot Technique and Balance being important parameters. You should always be aware that the likes of Shevchenko or Ronaldo can still blast the ball into the roof of the net more often than not. They're still affected by the physical contact, but less so.

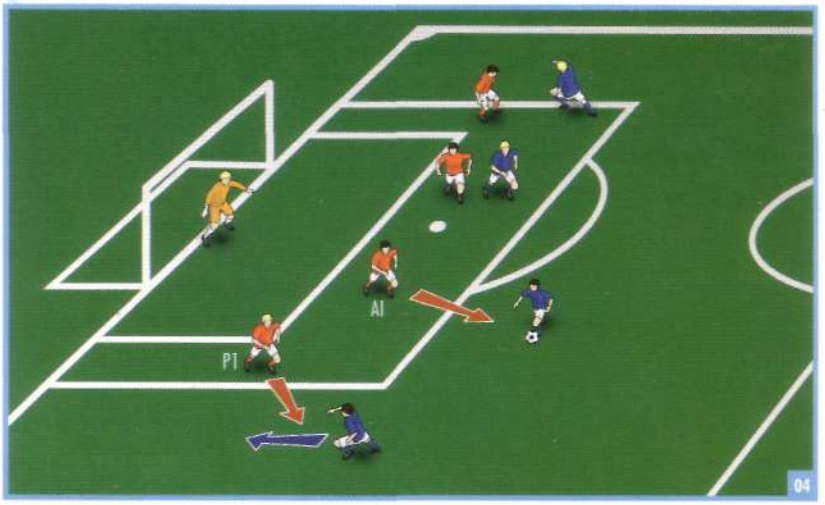
CALL FOR ASSISTANCE

Hold L2

When you hold L2, one of your players (usually the one closest to the ball but not under direct control) will close down and harass the member of the opposing team currently in possession of the ball. His behaviour will be functionally identical to how players act when you hold ⊗ to automatically press and tackle. The same disadvantages, therefore, apply here: this AI-controlled player will not exhibit much in the way of guile and craft, will experience much higher stamina loss, and will more frequently concede fouls in his haste to reach the ball. Using this command also moves a player out of position, which can create space for your opponents to exploit.

Despite these shortcomings, this can be a very powerful tool while defending. As long as you do not use it with abandon, L2 gives you greater freedom as you attempt to win the ball. With a teammate applying direct pressure to the man in possession, you can "stand off" – more on that in a moment – to block potential avenues of attack, or track a player making a run. An illustration of the latter scenario can be found in Diagram 4. In this diagram, the player making the run along the wing has passed the ball to a teammate, and is looking for a return ball as he moves into space. By marking this player with the man under your direct control, you force his teammate on the ball to move the attack elsewhere. With your second player harassing him, this will be much more difficult.

Particularly useful during multiplayer games – human opponents expect to be tackled by a player with a cursor over his head, and are easier to catch unawares – there are many ways that you can use L2 to increase the pressure on the man in control of the ball. If a player is in possession close to of the halfway line, you could use it to call a striker back to provide assistance; if a side midfielder drops back to support your full-back, you can use him to apply direct pressure while you block the path of a likely cross. As long as you bear in mind the penalties for overuse (particularly in terms of stamina loss) and exercise necessary restraint, this technique will make your team far harder to break down.



DEFENSIVE TIPS: STANDING OFF

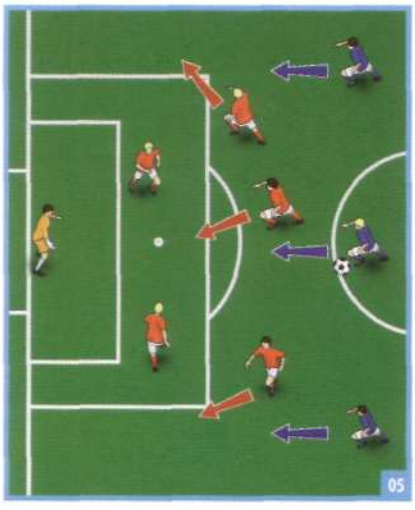
Another (but less aggressive) form of closing down, "standing off" is a technique for tracking a player in possession of the ball. The difference is that you maintain a greater distance between your player and your opponent. While this vastly reduces your chances of making a successful challenge, it can enable you to block likely passes, shots and crosses. Another fringe benefit is that while a defender marking a forward closely can potentially be beaten by a flash of skill, a defender who keeps his distance has time to react to every twist and turn.

While we generally recommend a pressing game, standing off can be advantageous in a number of circumstances. If you're up against a winger with excellent dribbling skills, close-quarters pressing

can be dangerous: with a single turn or burst of pace, your opponent can create the space he needs to put in a cross. By keeping slightly more distance between your player and the ball, you are much more likely to have time to throw him into the path of any pass into the box.

A second example of when standing off can be effective is when defending against a quick counter-attack. In situations where you face a one-on-one against a skilful attacker, it can often be advisable to backtrack to slow his advance (Diagram 5). If you were to attempt a challenge and miss you could gift him a clear run on goal; by delaying his progress, you can give your teammates time to run back and provide support.

The problem with standing off is that you allow your opponent the luxury of time on the ball. While you attempt to block a potential pass to a striker, for example, a midfielder might make a run into space (Diagram 6), or your opponent might simply decide to spread the play and continue the attack from another position. This is where use of ◎ comes in. While you restrict an opponent's route forward and/or his passing options, an AI-controlled teammate can close him down.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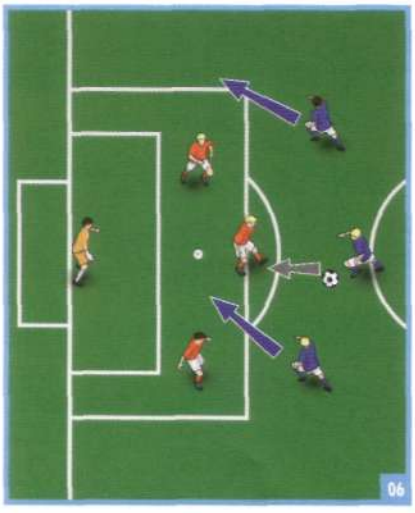

06

SLIDING TACKLE

◎

Executed with great timing and precision, the sliding tackle is the most immediate and effective way to dispossess an opponent. A clumsy or malicious slide from behind, however, will invariably lead to the award of a free kick, a card from the match official, and potential injury for the player at the business end of the challenge.

As weighing up the relative pros and cons of performing this move is something that occurs within a split second, you will find that that your ability to perform it improves with experience. As a rule, you need to make as little contact with the player on the ball as possible. It helps to angle the slide to avoid upending him (and conceding a foul) after you have made contact with the ball (Diagram 7).

When you perform a slide tackle, you commit a player not just to the actual challenge, but to the variable delay that follows as he returns to a standing position (and, therefore, active control). The higher a player's Defence ability, the shorter the delay. An additional advantage of a high Defence rating is that the actual tackle will be faster, which reduces the possibility of a player moving before your man connects with the ball.

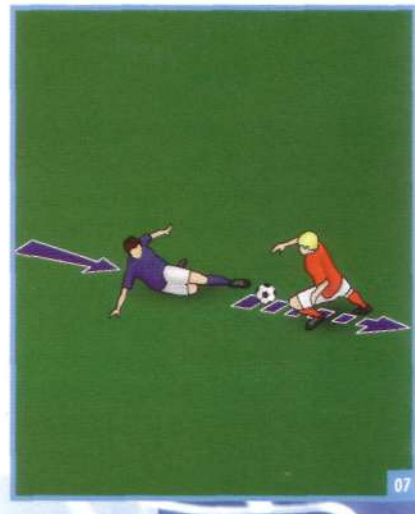
The most beneficial attribute that a player can have while performing such challenges, though, is the Sliding Tackle special ability. With this star to his name, a player will be far more precise when sliding, winning the ball with greater consistency. This increased accuracy also reduces the likelihood of bookings and dismissals: although the referee may blow his whistle, the superior technique of your player will often work in his favour, with the match official being less likely to reach for a card. A player with the Sliding Tackle ability will even be able to make precise sliding challenges from behind an opponent, which is something that most other players simply cannot do.

Sliding tackles are also extremely useful in the following situations:

Interceptions: It's an instinctive reaction that will take much practice to hone, but the ability to cut out passes by sliding into their path can help you break up attacks (Diagram 8). Of course, it's not always appropriate. You should bear in mind that a player will be out of your control while he clambers back to his feet. He might be more profitably employed if you use him to track back and harass the player that receives the ball.

Blocking shots: When you see a player drawing his foot back to make an attempt on goal, you can use a sliding tackle to throw a nearby player in front of the shot. The closer your defender is to the attacker, the greater the chance he has to block it. It's critical that you avoid making contact with the player if you are in your penalty area.

Tactical fouls: In situations where preventing your opponent from scoring a goal is a matter of life or death (or just seems that way), some players might think it prudent to deliberately bring a player down with a sliding tackle to spoil an attacking move. This is, of course, a cynical breach of sporting etiquette, shocking conduct that we could **never** condone. Hypothetically, were we *not* so morally opposed to such abhorrent behaviour, we would advise players to pick their moment carefully, to weigh up the potential disadvantages (in terms of cards and the resultant set-piece), and to aim for as much contact with the man in possession as possible.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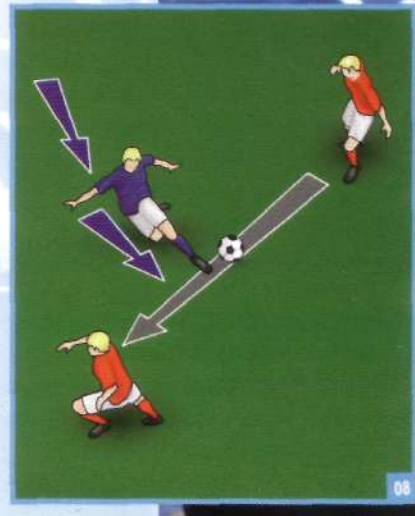
08

CLEARANCE (KICK)

□ while a player is in possession, or just before the ball reaches him

When you're under severe pressure and the opposition team are attacking in numbers, use □ to unceremoniously hit the ball upfield. Try to restrict your use of this to times when it will be genuinely difficult or dangerous to build a passing move from the back. Unless your team is pinned inside its own penalty box, using it will often immediately hand possession back to your opponents.

Although you cannot change the direction of clearances, it's worth noting that those made when your player is facing the touchlines or your own goal will often be much less powerful. Additionally, if you are deep in your half, with your player facing away from your opponent's half and close to either sideline, a clearance will often lead to the ball being kicked into touch.

CLEARANCE (HEADER)

□ when the ball is in the air (own half only)

Heading the ball is discussed in greater detail on page 79 of this chapter, but this defence-specific move deserves a quick mention here. When defending in your own half, press □ to make a powerful headed clearance. You cannot specify the direction that the ball will travel in.

CLEARANCES: USEFUL ADVICE

Experienced PES players often have a tendency to shun immediate clearances in favour of passing the ball out from the back. While fine in principle, this can be very dangerous if your team is under a great deal of pressure. Using ⊗ to place a pass or direct a header is usually okay if there are few players in (or in the immediate vicinity of) the penalty area. The more men you have back, though, the more likely your ⊗ header is to be directed to a teammate standing right beside you.

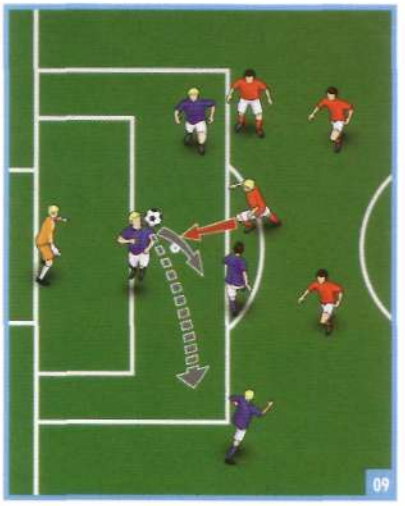

Diagram 9 illustrates this problem. In it, the player has pressed ⊗ with the intention of heading the ball to a man in space on the edge of the 18-yard box. However, PES5 has instead interpreted that the pass is directed at the first player in that general direction, which is perfectly understandable: this is, after all, how the short passing and heading system works. With a midfielder poised to pounce, what *should* have been a routine clearance has become a goalscoring opportunity for the other side. The lesson here, then, is: if in doubt, use □.

In certain situations – particularly when you are defending desperately in your own penalty area – PES5 will step in and provide assistance by making an automatic clearance, be it a powerful header or strong kick upfield. These are rarely intrusive or unwelcome (they tend to be executed when genuinely needed), but you still need to react quickly to fight for possession when the ball lands.

JOCKEYING

Hold R2 and move with ✣ when in close proximity to an opponent in possession

A little-known (and rarely used) defensive move in PES4, the "jockeying" function is – once again – an undocumented feature in PES5 (Fig. 2). It enables you to move your player slowly while maintaining his body orientation to face the opposing player (who must be close – an important point) at all times. On paper, this may seem a hugely useful move. In practice, though, the direct playing style of AI-controlled teams renders it obsolete during games against COM opposition as the movement speed as you step left or right is just too slow to be effective in general play. You may find it of occasional use when trying to prevent a winger from making a cross – but even then, you might be better served by the standard movement speed. It might be of use if you want to defend in an aesthetically pleasing manner against a slow-moving human opponent, though...

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RUSH GOALKEEPER FROM GOAL

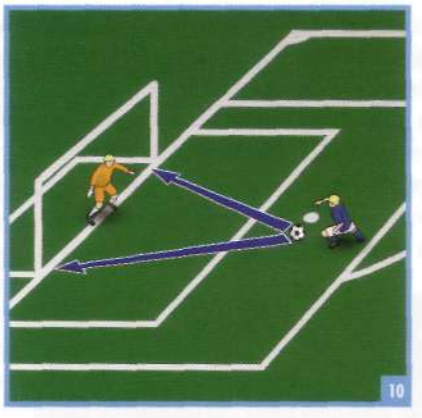
Press and hold △

When a player breaks clear of your back line, or a midfielder playmaker hits a dangerous through-ball for an onrushing striker to collect, holding △ to have your goalkeeper sprint forward to make an interception is often your last line of defence. Your keeper will always take the most direct route toward the ball, and will react (save, kick) automatically: there are no additional commands you can issue.

When your defensive line is in an advanced position – either as a strategic choice, or when the opposing team makes a quick counter-attack – your goalkeeper can also act a makeshift sweeper when the situation demands it. Knowing when to send him forward to intercept through-balls (especially those outside the 18-yard box) is a talent that can't be coached. It's a visceral reaction, a split-second reading of a situation that can only be improved through extensive play. It helps to know how fast your goalkeeper is, of course: the better his Top Speed and Acceleration stats, the more likely he is to reach the ball before an opponent.

When an opposing player runs clear of your back line, instructing your keeper to rush out to meet him is a calculated gamble. There are many circumstances when, whatever the relative skill of your man between the posts, not using △ would be positively foolish. In more risky circumstances, you need to take your goalkeeper's abilities into account: his speed, Keeper Skills, Response and, if late in the match, his current stamina level. The most beneficial attribute a keeper can have in such situations, though, is the 1-On-1 Stopper special ability. This greatly increases his chances of getting a part of his body to shots made at close range.

By leaving his line to close down a striker within the penalty area, a goalkeeper can restrict his opponent's clear view of the goal. Study Diagram 10 and Diagram 11. In the first instance, a player has chosen to leave his keeper in the goalmouth. The forward can place the ball to his left or right; even a player with a modest Shot Accuracy rating should be able to score from this position. In Diagram 11, though, the goalkeeper's advanced position means that he can potentially cover a much wider area of the goal: he has "narrowed the angle", as football pundits would say. A striker must then attempt to aim for a much smaller area, try a chip shot (which can be very difficult at close range), or look for a teammate to pass to. Many players will hesitate, giving a defender sufficient time to get back and make a challenge, or enabling the keeper to grab the ball from the player's feet.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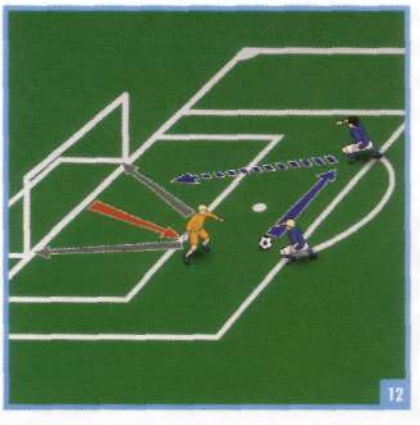
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Potential drawbacks to making your goalkeeper run from his line should be obvious. The moment he goes to ground, there is a danger that he might either bring down the opposing forward and concede a penalty, or watch in dismay as the player skips past, jumps, or deftly chips the ball into the net. There is also a chance that a player might have a teammate in space; with a simple pass, the second man has a clear shot on goal (Diagram 12). The further a keeper is from his line, the greater the potential danger. When goalkeepers leave their penalty area, they become poor outfield players; deprived of the use of their hands, most are mediocre defenders at best. If they bring down an opponent outside the box, they are also more likely to be sent off.

DIRECT GOALKEEPER CONTROL

Hold L1 + △ (Note: this can only be performed when the GK Cursor option – found on the Player Settings screen – is activated)

If you would prefer to control your goalkeeper's movement as you would an outfield player, this specialist option enables you to do just that. While you cannot manually perform saves – these are still performed automatically as and when the ball is in close proximity to the keeper – it can, in principle at least, help skilled PES players guard their goal more efficiently during one-on-one situations. The standard △ method makes a keeper rush forward along a direct route; there's no cunning or forethought, just a mad dash toward the ball. A player who can move his keeper, by contrast, can do so much more – eg, direct his run to better cover the goalmouth, or to guide a striker into a less favourable position for scoring.

As useful as it can be in the right (safe pair of) hands, we would still hesitate to recommend that you enable the GK Cursor option. If you have direct control of the keeper, it is much harder to guide a backtracking defender into position to make a challenge, collect a rebound, clear a slow-moving chipped ball from the line, or mark a second opponent to avoid a simple pass and tap-in. Besides, if you find that opposing players are regularly springing your offside trap and enjoying clear runs on goal, you should be looking to modify your tactics – not the way you control your goalkeeper...

GOALKEEPER DROPS BALL

Release ⊕, then press R1

If your 18-yard box is clear of opponents, dropping the ball and running it forward can enable you to reach distant strikers (ideally, tall target men) with a kick from outside your area (Fig. 3). It should go without saying that this should be performed with a certain amount of caution. Having a fast striker steal the ball from your feet and stroke it into an empty net is *extremely* embarrassing, so it's always prudent to keep one eye on the radar.

GOAL KICK (FROM HANDS)

○ or □

Use ⊕ to direct your goal kicks while your keeper is holding the ball. It may seem blindingly obvious to say so, but try to guide them in the general direction of the taller and/or stronger players who have a better chance of winning a header or holding off a marker.

THROW BALL

⊗

A new feature in PES5 is that goalkeepers can now make powerful long-distance throws, as well as simply rolling the ball to a nearby defender. There is a certain amount of context sensitivity and AI assistance in this process. If you press ⊗ and hold ⊕ in the direction of an area of the pitch where there are no unmarked players, your keeper will (wisely) refuse to comply. You should, therefore, check your radar for a teammate in space before you attempt to throw the ball.

Distributing the ball in this way can be advantageous for several reasons. The greater accuracy of throwing helps you to maintain possession and, if you can immediately pick out a player in an advanced position, initiate counter-attacks while many of your opponents are still in the vicinity of your penalty area. Secondly, when you are playing with a team that lacks a natural target man with solid aerial ability – England are a prime example – it's often better to build from the back than to kick the ball into an area of the field where you are at an obvious disadvantage.

GOAL KICK (FROM GROUND)

○ for a high kick upfield, ⊗ for a short pass to a player

As with goal kicks from the keeper's hands, those taken from the ground can be directed with ⊕, and should be aimed at teammates with good heading ability and strength. No matter which direction your keeper is facing, he can only play a short pass with ⊗ to one player: this is either the full-back or central defender that plays to the left for kicks from the left, or right for kicks from the right.

In multiplayer games, you should **always** check your radar before making a short pass to a defender. It's something of a PES tradition that your opponent – if he is worth his salt – will cunningly attempt to hide a striker behind the only defender who can receive the ball.

CHALLENGE TRAINING EXERCISE 1: DEFENCE

Task: Achieve a score of over 1920 points on all five difficulty levels.

Overview: While billed as a test of your skill in regaining possession of the ball, the Defence challenges are more an examination of how well you read the game. Facing an increasing number of opponents on each difficulty setting, your job is to intercept the ball in the shortest possible time. Using the advice given so far, you should be able to achieve the specified scores without too much difficulty.

Tips: As in an actual match, making a successful interception is a mixture of your ability to read the game, the knack of interpreting a player's body shape as he prepares to pass the ball, and a modicum of luck: being in the right place at the right time is always a boon. When severely outnumbered on the four-star and five-star difficulty levels, the trick is to keep moving at all times, being careful to remain in a fairly central position (Fig. 4). Don't hesitate to slide in with ○ if the ball is close enough to reach, but remember that you need to actually control the ball to complete the session.

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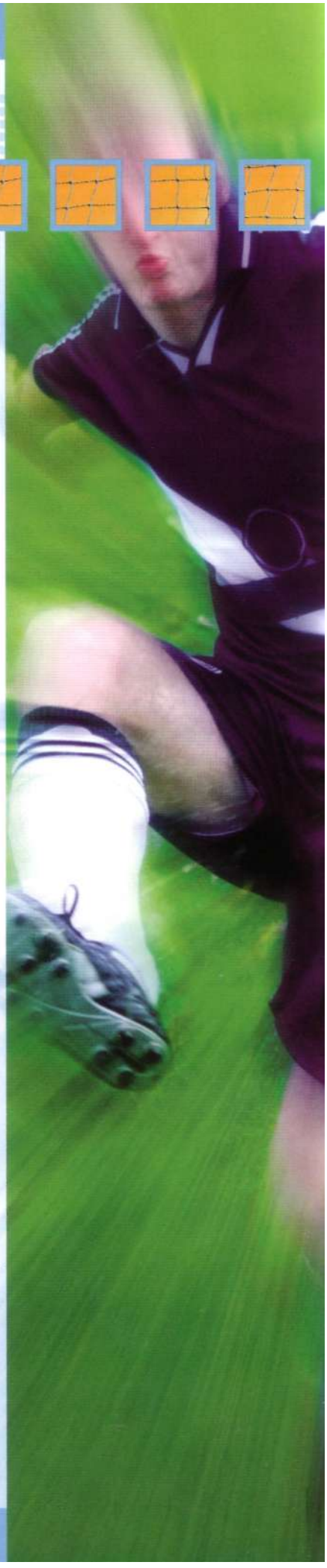
BALL CONTROL



If your experiences with PES5 so far have led you to believe that ball control and trapping are in any sense random, cast this erroneous assumption from your mind right now. While a player's stats do influence his ability to bring the ball under control, the vast majority of instances where your onscreen representative fails to trap the ball well are prime examples of operator error.

As he receives a pass, a player's first touch is massively influential on the following few moments of play. Go one way and you escape a marker, have space to play a through-ball, or enjoy a clear shot on goal; turn in another direction and you could, in the same situation, surrender possession of the ball, be forced to retreat, or watch as your strike is blocked by a defender.

A player's first touch and trapping skills are governed by the Technique ability. The higher this is, the more deftly he can control an incoming pass. At very high levels – say, over 90 – a player could kill the pace on a crossfield ball with a single touch. If this ability is in the 70s or lower, though, he might need a second or even third touch to get it under control. It's worth studying your favourite teams to learn which players have a high Technique attribute. With a player like Dennis Bergkamp, for example, you can have confidence in his ability to skilfully control almost any pass in an instant. With fictional Master League "default team" defender Valeny, though, use of R2 to "kill" the ball is always advisable.

You can't predict how the ball will react in every situation: there are just too many variables to consider. The pace, height and spin of each pass differs on every occasion, as does the position and movement of the player receiving it. With experience, though, you will acquire a "feel" for how players can (and will) react. The trick is knowing which trapping technique to use to suit the situation in hand – and, naturally, to restrain yourself from holding R1 unless it's really necessary.

CONTROL BALL

⊕

As the ball reaches your player, press ⊕ to bring it under control and turn him in the required direction, taking the flight, velocity and height of the ball into account.

Other than suggesting that you instead trap with R2 and ⊕ if the ball is moving at pace and/or your player's Technique is low, we can't really offer much more in the way of advice. The sheer number of factors involved in ball control renders any attempt to offer guidance impractical. Without offering tortuously complicated equations or blow-by-blow accounts of hundreds of possible scenarios, the best and most applicable advice we can offer is a single prosaic word: practice. A strategy guide that recommends empiricism might seem like a turkey voting for Christmas, but this is the beauty of Pro Evolution Soccer 5's physics engine. Although you can make educated predictions, you never truly know what could happen at any next...

KILL BALL MOVEMENT & TURN

R2 + ⊕ as your player receives a pass

Trapping the ball while also holding R2 makes a player stop the ball and turn to face the direction specified with ⊕. Useful in many circumstances, it's actually the most effective way to immediately bring the ball to a halt when a player has a low Technique rating, or when the incoming pass could be awkward to control.

STOP BALL & FACE GOAL

Hold R2

With this method of trapping, the absence of directional control on ⊕ means that your player will turn to face the opposition goal. You should be wary of the ball's tendency to slightly dribble away from your player's feet, though. If it does, there will be an additional delay before you can pass, shoot or start to dribble.

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- TURN & RUN
- SHIELD BALL

TURN AND RUN ONTO INCOMING PASS

R1 + ⊕ in direction of ball movement

Rather than trapping the ball and turning, your player will wait for the ball to come to him (Fig. 1), then turn suddenly and run along its path to collect it (Fig. 2). This works best with angled passes, and is a great way to lose your marker. During instances when your player is already running in the direction of a pass, pressing R1 plus the direction that the ball is moving in will sometimes make him jump it to avoid making an initial touch.

SHIELD BALL

Press nothing!

If your marker is standing directly behind you as a pass rolls toward your player's feet, you can release ⊕ just before it arrives to have your man use his strength to hold off his opponent as he automatically traps the ball. This can be very risky, though. As it only works in very specific circumstances, it's generally safer to use another trapping method to receive the ball.

BASIC DRIBBLING

When your player is in possession of the ball, AI teams (and all capable human players) will immediately close him down, restrict his passing options, and attempt to make a tackle. In many situations, you will have a teammate in space to pass to. When you don't have that luxury, or are actively waiting for a better opportunity to present itself – such as a player escaping his marker and making an intelligent run – being able to use your man's strength and dribbling skill to shield the ball is an essential talent.

For the purposes of discussion, it's worth drawing a distinction between simple movement with the ball, manoeuvring your man to avoid potential tackles in order to make space for a pass, shot or cross, and dribbling to beat players. The first is something any player can do; the second takes weeks of practice, and is a skill no player will ever truly perfect; the third type isn't so much an ability as a science. In this section, we examine the first two categories (however meaningless the differentiation may actually be during a match), leaving "flair" play until later in this chapter.

The best way to prevent an opponent from tackling your player is to show him as little of the ball as possible. The easiest way to achieve this is to keep your back to him, but doing so will often restrict your range of passing: more often than not, you will find yourself turning away from the opposition goal. To create the half-yard of space required to make a pass, shot or cross, you must learn to read the behaviour of the player (or players) closing you down. On an elementary level, it could be said that if your marker moves one way, you should turn to move in the other direction. In actuality, these confrontations are much more complicated. Knowing how (and when) to react is part skill, part intuition. Both can only be acquired through match practice.

One thing you should always take into account when dribbling the ball is how gifted a player is in this area. The primary abilities are Dribble Speed, Dribble Accuracy and Response, but Balance and Attack also play a part by influencing how capable a player is of holding off his marker and staying on his feet. As you should already know, a high Response rating makes a player react to your controller input more quickly, and Dribble Speed is how fast he runs while moving him with ⊕ alone.

It is Dribble Accuracy, though, that defines the difference between, say, Patrick Vieira and Christian Ronaldo, as Seabass reveals. "When there is a player who is difficult to tackle when he is dribbling, that player usually has a high Dribble Accuracy," he explains. "If he dribbles the ball at full speed he touches it frequently and keeps it very close, so it's very difficult for defenders to tackle. That's the Dribble Accuracy. It's not a matter of speed – it's a matter of how good the dribbling of that player is. There are players who have a slow Dribble Speed, but are very accurate in controlling the ball at the same time."

Knowing the extent of a player's dribbling skill is always of benefit, enabling you to judge what you can or cannot reasonably expect him to do. It may be stating the obvious, but you cannot expect a central defender to turn and go by an opponent in the way that, for example, Pablo Aimar can – and yet, along with over-use of R1, this is the most common mistake made by PES players. If an obvious pass presents itself, it's always safer to take that option.

Finally, a (hopefully obvious) caveat: the more you make a player run with the ball, the greater his stamina loss will be. As is examined on page 60 of the Team Management chapter, low stamina has a negative effect on a player's Dribble Speed, Acceleration, Top Speed, Jump and Response abilities. If you have a star player who has a tendency to tire quickly, use him sparingly if you want him to be effective in the final third of a match.

DRIBBLE BALL

✣

If we need to explain this activity to you, you're probably reading the wrong book. As we've already discussed, dribbling is a marriage of your skill with the controller and your player's abilities in this area. His Dribble Speed dictates how fast he moves with the ball, Dribble Accuracy and Response help him react to your instructions with greater fluidity and speed (and, in the case of Dribble Accuracy, make him harder to tackle), while Balance and Attack enable him to withstand physical contact with opposing players.

SIDESTEP

Press ✣ at a right angle to the player's current direction of movement

One of the most tangible differences from Pro Evolution Soccer 4, PES5's integration of the sidestep move (previously activated with R2) to the range of movement accessed with ✣ or left analog stick takes a little getting used to. If you tap ✣ at a ninety degree angle while dribbling, your player will begin sidestepping with the ball. Left to his own devices, he will continue to move automatically for a few moments, then stop.

The sidestep was frequently used as a way to pass players in PES4, and this will be no different in PES5. As an opposing player draws near to your man, and just before he attempts a tackle, tap ✣ at a right-angle to your current direction to begin the sidestep and avoid the challenge (Diagram 1). Your timing is critical, but so too are your player's Dribble Accuracy, Dribble Speed and Response abilities. The higher they are, the quicker and more effective this move will be. Against human players, it's wise to use it in moderation: the more you perform it, the more predictable (and, therefore, easy to foil) it will be.

There's more to the sidestep than going past opponents, though, as it's also a good way to shield the ball (while facing away from a marker, of course). It's also an effective ability when you have space to move with the ball. As it enables you to maintain your player's physical orientation while moving, you can use it when you are waiting to make a precise forward pass.

It's worth mentioning that sidesteps are trickier to perform accurately with the left analog stick than they are with ✣. As you need to quickly return the analog stick to a neutral position before moving it at a right-angle, your input will always be slightly slower, and with a greater potential for error. We recommend that analog stick advocates take the time to practice sidesteps in Free Training before they attempt to use them regularly in matches.

SLOW DRIBBLE & STOP

Release ✣ while moving in a specific direction

If you release ✣ while dribbling, your player will steadily reduce his pace before coming to a complete halt approximately two seconds later (Fig. 1). Don't dismiss this as a mere aesthetic touch, as it's actually a very useful feature.

After making a player immediately halt with R1 or R2, you will find there can be a slight but perceptible pause when you resume movement (as the player brings the ball back under control). It's also not possible to perform certain tricks (such as the both-feet fake and drop-shoulder) or the sidestep from a stationary position. By releasing ✣ and allowing your player to jog, though, you ensure that he maintains close control, can move in another direction immediately, and that you can perform tricks (particularly the sidestep) while he is still in motion.

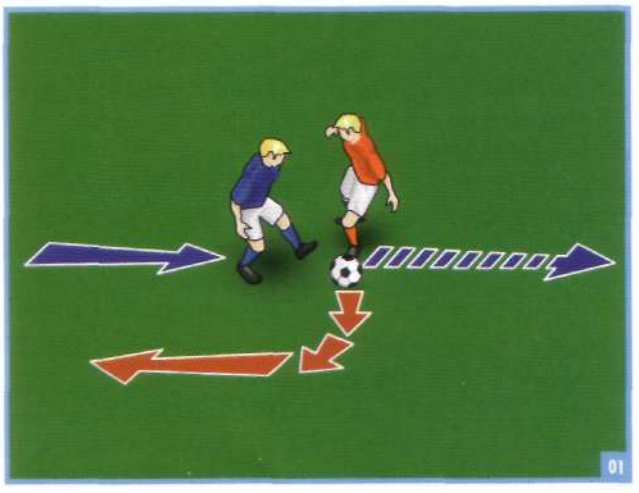
While apparently an automatic move, you can actually sustain this slow jog manually by tapping ✣ very briefly in the direction of movement. If your timing is precise, your player will touch the ball ahead and trot forward at a very leisurely pace. The trick is to tap ✣ just before your player's foot touches the ball.* As the degree of precision and concentration required makes this prohibitively difficult to perform in match situations (no matter how good it might look in Free Training), most players should simply aim to tap ✣ to "reset" the dribble-to-stop move when necessary.

FAST DRIBBLE

✣ + R2

Somewhere between the R1 sprint and the basic dribbling pace, this speed enables you to move faster, but retain a greater degree of control over the ball. You also continue to turn in the basic eight directions (unlike sprinting), which brings us to a peculiar aspect of this dribble speed. When you turn your player by forty-five degrees he will slow down, then reaccelerate when he faces his new direction. When you change direction by ninety degrees he will make a sudden turn, stabbing the ball in the new direction if you are turning toward his "weak" foot, or bringing it to a complete halt before moving on in the opposite direction.

If you need to make a full-speed turn by forty-five degrees, you can do so by holding R1 in addition to R2 just before the player touches the ball for an immediate turn. This is essentially making a player sprint, though – if you try to repeat the trick on your next turn, the player will knock the ball far ahead as if running at full speed.



*This move is much easier to perform with the directional pad than it is with the left analog stick.

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SPRINT

⊕ + R1

We might be labouring the point a little, but trust us when we say that the most surefire way to squander possession is to over-use R1. As the ball is knocked ahead, it can be laughably easy for a defender to steal it from your feet. Unlike other movement speeds, a player sprinting with the ball is also less manoeuvrable because he turns in 16 directions – that is, there is an additional intermediate direction between each of the eight standard compass points.

Another issue in PES5 is that the disparity in pace between slow players and fast players is smaller than it has ever been in the Pro Evo series. A player with extraordinary Top Speed and Acceleration abilities can no longer leave all but the fastest player in his wake when running with the ball. It's now necessary to choose your moment wisely if you want to beat an opponent with pace, making your player sprint when your marker either least suspects it, or is committed to moving in another direction.

There are two additional button commands that are specific to sprinting players:

KNOCK BALL FURTHER AHEAD

While sprinting, press the direction of movement twice or rapidly tap R1 to make a player knock the ball further ahead as he runs (Fig. 2). This can lead to a slight (yet sometimes, all-important) increase in pace. This is of additional benefit with certain players, as Seabass explains. "If a player's dribble ability is low but he's a very quick runner, the less time he spends touching the ball, the faster he can run. Because he's a bad dribbler, touching the ball makes him become a little slower. But if he kicks the ball ahead and reduces the number of times he touches it, this will make him run faster."

KNOCK BALL AHEAD WHILE TURNING

Hold R2 along with R1 while changing direction to make the player kick the ball much further ahead. While this makes the ball simple for defenders to intercept, it can be very effective when charging along the wing. If an opponent is running directly toward your player, you can use it to go by him if your timing is good, but be aware that any teammate further behind him may be able to collect the ball with ease.

QUICK STOP

Let go of ⊕ then press R1

A simple move that requires little explanation, this brings your player to a near-immediate halt. One thing that you should be wary of, though, is the ball's occasional tendency to roll away slightly.

QUICK STOP & TURN TO FACE OPPONENT'S GOAL

Release ⊕ then hold R2

Much like the R1 stop, this also immediately rotates your player to face your opponent's goal, no matter where he is on the pitch. The main benefit of this is your player turns immediately, which enables you to quickly pick out teammates with pin-point passes.

SHIELD BALL

With an opponent behind your player, release all buttons and leave ⊕ in a neutral position

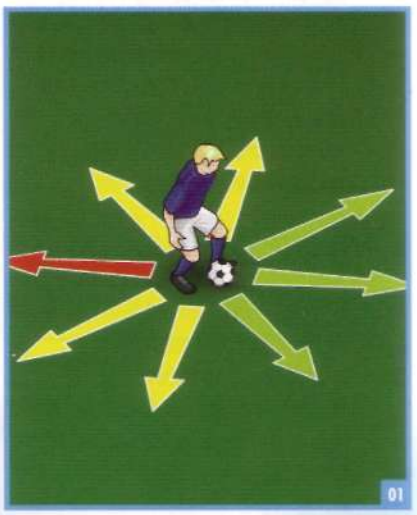
With his marker close behind him, release ⊕ and bring your player to a complete halt (R1 will do the trick) to make him use his physical strength to hold off his opponent and shield the ball. We can't emphasise the "behind" bit of that explanation enough. Although your player can (and will) adjust his position to hold off opponents who approach from certain angles (see Diagram 2 to get an approximate idea), releasing ⊕ when your immediate adversary has a clear view of the ball is not a wise move.

Although you can perform it with any outfield player, the main utility of this move is to enable strong target men (think in terms of Alan Shearer, Carsten Jancker and Jan Koller) to hold up the ball while their teammates pour forward to join the attack. Such players generally lack dribbling skills and pace, but have an abundance of strength (represented by the Balance ability). Rather than trying to outmanoeuvre an opponent while controlling players with similar characteristics, you can use this move to simply hold them at bay. As a style of play, it is often referred to as "playing with your back to goal", and it's a useful skill to have.

PASSING

The ability to pass the ball with a reasonable degree of accuracy is, without question, the most fundamental of all PES5 skills. It's not simply a matter of how adept you are with a joypad – the actual button presses are (with the exception of the Manual Pass) the least taxing aspect of the move. Every successful pass is also the product of your ability to instinctively identify a player in a position to receive it, the characteristics of the player under your control, timing, a modicum of good fortune and, as soon as the ball leaves your player's feet, the ability to then intercept and trap it with the target player (Fig. 1). There are countless other variables that influence every pass: animation cycles, body direction, speed of movement, ball control, physical pressure from an opposing player… the list could go on.

The first thing you should learn is that, irrespective of the ability of the player under your control, short and long passes take less time to execute and are generally faster and more accurate when made in the direction that a player is facing. With the obvious exception of backheels, the further away the direction specified with ⊕ is from the direction that your player is facing, the more he must (usually) adjust his body position to make the pass (Fig. 2). Study Diagram 1: with the player facing east, passes made between the compass points northeast and southeast will be, player ability notwithstanding, the most precise he can make. Between northeast and north, southeast and south, the accuracy and speed can drop; the further to the west the pass direction, the less reliable it will be. This is especially true of first-time passes.



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Although this rule is less applicable for balls played over very short ranges, especially with more talented players – they often have the ability to deftly and neatly flick the ball with an instep or the outside of a boot to a nearby teammate – you should learn to take the direction that a player is facing into account before you press ⊗ or ◎. Turning or trapping before you pass can sometimes make all the difference.

If your player has good passing skills and a little time, having the confidence to make him stop and put his foot on the ball with R2 is often a smart move (Fig. 3). By drawing in one or two opposing players, he will create space for other teammates; as an added bonus, he will be facing the direction of attack, which will enable you to play a more accurate forward ball.

The secret to a good passing game isn't merely intelligent use of ⊗: it's equally a matter of good judgement and how well you can hold the ball up when required, using dribbling skills (or your player's body strength) to retain possession until the right opportunity presents itself. If there are no easy passes and your opponent's players are all camped inside their own half (a regular occurrence against certain CPU teams), it can be better to abandon an attacking move and rebuild from your back line. If you feed the ball back to your defence and play square balls across the park, you can draw your opponent's team into your half, which in turn can create space for your midfielders and forwards (Diagram 2).

While passes made at short range are easy to judge – you can, after all, see your teammate – you should learn to consult the onscreen radar regularly to spot players in space that can be reached with long passes or through-balls. Using the radar will also help you to reduce the number of times in a match that your forwards are caught offside (see page 103). It's a habit that takes weeks of practice to acquire, but try to regularly glance at your radar to see where both sets of players are positioned on the pitch. Granted, it can affect your concentration, but it will soon become something you do automatically; at that point, your all-round game (and counter-attacking ability) will improve immeasurably.

The accuracy and execution of long and short passes is also, naturally, determined by a number of player attributes. For passes made along the ground, Short Pass Accuracy and Short Pass Speed have the greatest influence; for airborne passes and crosses, Long Pass Accuracy and Long Pass Speed are most important. There are other characteristics that can enhance a player's passing ability, particularly Technique (especially vital for first-time passes), Agility (which can reduce the time required to kick the ball) and Teamwork (which affects how well the passer and the targeted player interact). Higher Weak Foot Accuracy and Weak Foot Frequency ratings are also of obvious benefit, as is the Playmaker star and, with balls played to create shooting opportunities, the Passing star.

Only practice, and lots of it, will enable you to acquire a "feel" for PES5's passing system, but getting to know a team can quickly improve the quality of your play. Although you can safely assume that an attacking midfielder will be consistently more adept at stroking the ball to a teammate than, say, a central defender, knowing **exactly** how good a player is enables you to make better choices (Fig. 4). It also helps to pick a good formation that suits your style of play and persevere with it (see page 104 for advice). The more accustomed you are to the positions and likely behaviour of each player, the more spontaneous and fluid your passing will become. With all good CPU and human opponents knowing the importance of pressure and containment, little else will suffice.

02

03

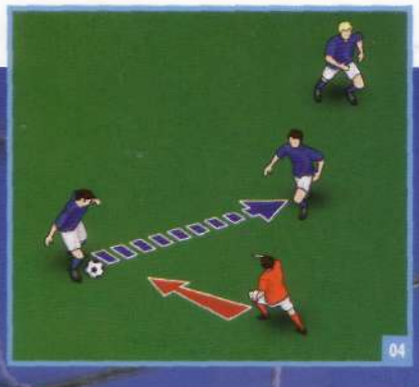
04

SHORT PASS

⊗ + ⊕

Short passes are always made to the nearest player in the direction specified with ⊕, with auto-aiming code interpreting your instruction and sending the ball on the correct trajectory. This is an intuitive system that works in the vast majority of instances, but it's not entirely foolproof. In Diagram 3, a pass made with ⊗ will obviously head straight for the target player. In Diagram 4, however, the addition of a player positioned between the passer and his teammate complicates matters: the ball will most likely be tapped to the new player, rather than the man on the wing. Holding ⊗ for a longer pass is one solution (we will come to that in a moment), but this takes extra time to perform – time that, with a defender closing in, you may not have to spare.

03


04

When your opponent plays a pressing game, you will frequently find yourself in situations where there are no clear passes available to you. This is why building a good passing move (and, for that matter, being able to retain possession for long periods of time) is as much a test of your dribbling ability as your passing skills.

The short pass can also be used as a last resort when an opposing player is about to run your man off the ball. If you press ⊗ and a direction in time, your player can sometimes slide in order to knock the ball to a teammate. It doesn't always work, and can sometimes lead to your player conceding a foul as he goes to ground – but it's always worth trying.

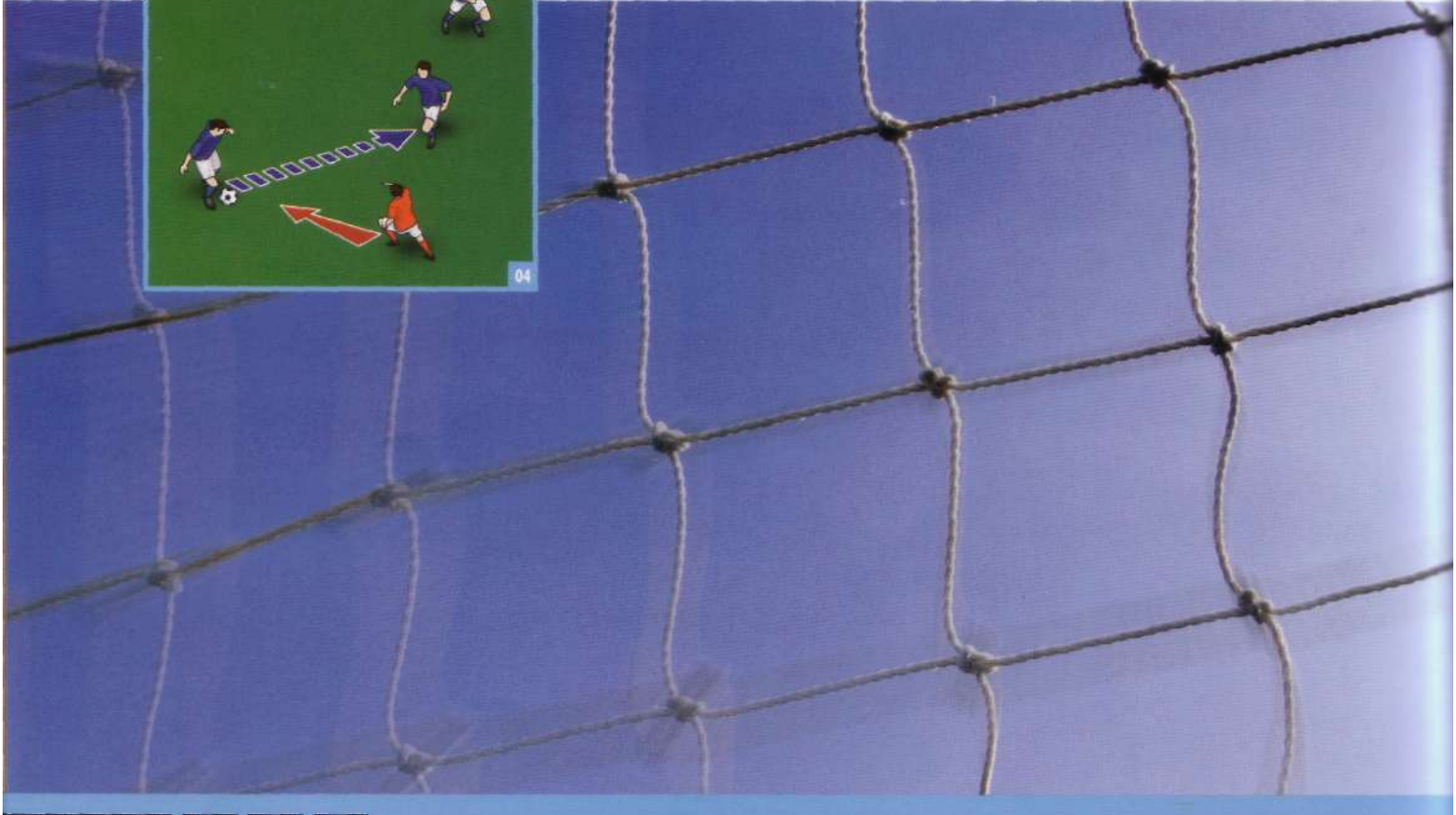
FIRST-TIME SHORT PASS

Press ⊗ + ⊕ before the player traps the incoming ball

First-time passes can be a staple element of a fluid passing move, enabling you to maintain the impetus of flowing attacks. However, when a player kicks the ball without taking a first touch, the precision of the pass played is reduced. Essentially, what you gain in immediacy and the element of surprise, you often lose in terms of the speed and accuracy of the pass – and more so the further away the direction of the pass from the direction that a player is facing.

Though higher Short Pass Accuracy and Short Pass Speed ratings will still improve the quality of first-time passes, Technique, Agility and Teamwork are absolutely vital characteristics. A high Response level for both the target player and passer can also be of benefit. With high Technique and Agility stats, a player can make skilful cushioned passes for nearby teammates, knock first-time square balls with an instep, and just generally play a better quality of pass. The lower these abilities, the more cumbersome (and inaccurate) the execution of the pass. The Teamwork rating of both players affects not just the accuracy of the pass, but also the ability of the second player to receive the ball rather than, for example, running in the wrong direction, or having to check an incisive forward run to collect it.

First-time passes are best played over short ranges – the further they have to travel, the more the dip in speed and accuracy, making them easier for an opponent to intercept. A good PES5 player will know to use them sparingly, performing them only with players that have the requisite qualities. Using first-time passes can help you to build attacks from midfield that are very hard to defend against. It can also be the quickest way to hand possession back to the opposing team...



HEADER (PASS)

⊗ + ⊕ when ball is in the air

If your player is unmarked as an airborne ball approaches him, heading the ball is only marginally more complicated than playing a first-time pass (Fig. 5). Headers are played to the nearest player in the direction specified with ⊕, with the accuracy determined by a player's Header ability and, if the ball is very high, his Height and Jump attributes.

When two players compete for an airborne ball, though, countless unseen variables dictate the outcome (Fig. 6). A taller player with better Balance, Jump and Header stats will, naturally, be the favourite to make a header, but that isn't always the case: sometimes, even a diminutive forward can beat an imposing defender if he is well positioned to meet the incoming ball. The sophistication of PES5's physics engine and the difference in player abilities means that no two headers are truly alike.

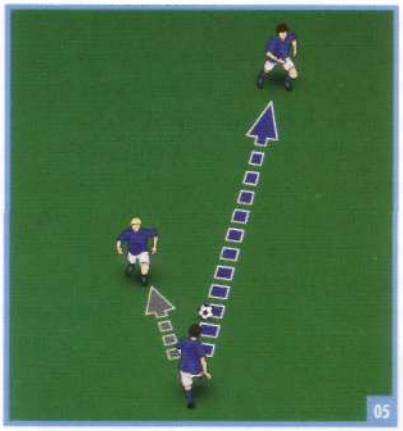
Only experience will improve your ability to win aerial balls and – bar learning to use R2 to reposition a player – there is no "quick fix" that will improve your heading prowess. The best advice we can offer is that you absorb the following tips and guidelines, then practice in the Free Training mode.

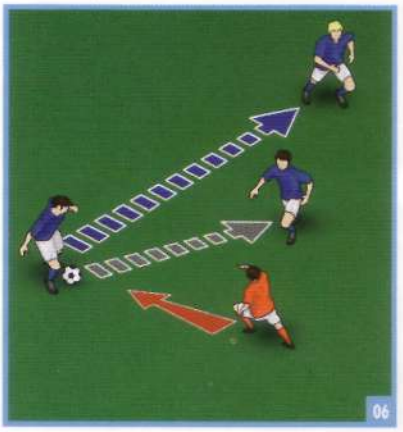
- A player's ability to automatically position himself well for an incoming ball is determined by his Response stat. Once he and an opponent come into contact, the Balance rating of both players governs the ensuing tussle, with the player nearest the incoming ball holding off the player behind him. Both Jump and, obviously, Height play a role in how well either player can meet very high balls. The Header stat influences the precision and speed of the contact made by the player that wins the confrontation.
- Headers made when two players are in close proximity are, as a rule, less accurate than those a lone player could make. If one player has far superior strength, height and aerial ability, he is more likely to win the battle and make good contact with the ball.
- The Balance-related struggle between the two players can make one, or sometimes both, of them lose their footing and – as a consequence – fail to meet the ball. When you and an opponent go for the same header, try to anticipate where the ball will fall if both players miss it, and be ready to react if they do.
- By and large, the player nearest the incoming ball has a slight advantage. Using R2 to reposition your player to meet aerial balls can make a world of difference. This function is explained on page 88 of this chapter.
- Underestimating the importance of at least contesting headers in midfield – even those you are unlikely to win – will be a distinct weakness in your PES5 playing ability, and is a common mistake made by beginners. You should **always** be quick to move a player into position to battle for airborne passes, goal kicks, and long-range free kicks. Watch your radar closely when you cannot actually see the ball's eventual destination onscreen, and use it to manoeuvre the player under your control. Even if your player doesn't win the ball, his presence can reduce the accuracy of his opponent's header.

"LONG" SHORT PASS

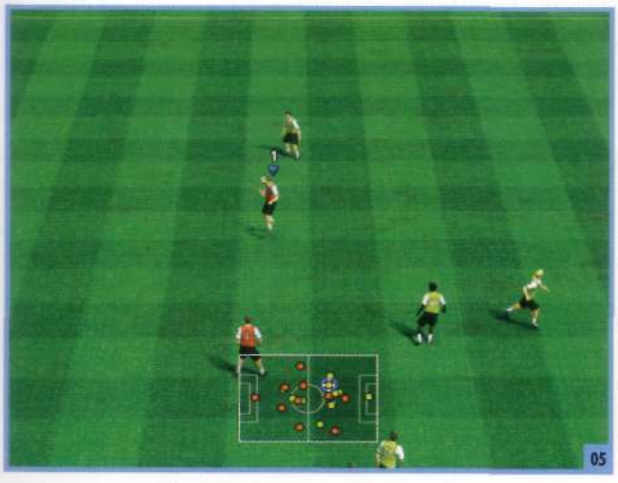
Hold ⊗ + ⊕

Okay: it's something of an oxymoron, but with "long pass" being PES5 terminology for an airborne pass, "long short pass" will have to suffice. If you want to make a fast and low pass to a teammate standing beyond a nearer player, hold ⊗ to reach him with a direct pass along the ground (Diagrams 5 & 6). The only problem with this move is that it takes longer to execute than a standard pass, so it's not something you should attempt if an opponent is very close.





You can sometimes make first-time passes in this way by holding ⊗ before the ball reaches your player, but it's not something we'd advise you rely on: there may not be time to "power up" the pass before it reaches your player, and the reduction in accuracy common to all first-time kicks will make it less precise than usual.



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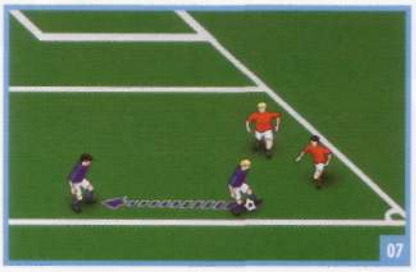
BACKHEEL

Release ⊕, press ⊗, then quickly tap ⊕ in the opposite direction to which the player is facing

A simple move (and always a crowd-pleaser), the backheel enables you to quickly pass to a player behind the man under your control (Fig. 7). It can be used in a wide variety of circumstances: for example, to feed the ball to a supporting full-back on the wing without turning (Diagram 7), or to instantly reverse the direction of play in midfield (Diagram 8). However, we advise that you use it with caution, as it's a pass that is only reliable over short distances. It's prudent to quickly check your radar before you use it to knock the ball to players at the edge of the screen – there may be an opposition player lurking nearby.



LONG PASS

⊕ + ◎ until power bar reaches desired strength
⊕ + ◎ before the player traps the incoming ball for a first-time long pass

Note On Long Pass Modes: If you choose the Type 2 or Type 5 Long Pass Mode on the Button Configuration screen, long passes will be performed without the element of auto-aiming present with Type 1, Type 3 and Type 4. As this setting also has a bearing on how crosses are played, turn to page 86 for more advice.

Long passes enable you to get the ball from point A to distant point B in the most direct manner possible. A player's Long Pass Accuracy and Long Pass Speed stats obviously play a part in determining their precision, but your ability to correctly judge both their direction and pace is far more important.

The first application of the long pass that you should experiment with is the cross-field ball. Not only is this fairly easy to master, it enables you to switch the play from one touchline to another in the shortest possible time. As can often be the case in real-life football, players in a defending team will move towards the side of the pitch where play is concentrated (Fig. 8). This can leave your players on the opposite touchline in rather more space than usual. While attempting to move the ball in that direction with short passes gives the opposition players time to adjust their positions, a quick cross-field ball will not. As the direction the ball must travel in is obvious, it's not too difficult to judge the required strength, either: just hold ⊕ towards the opposite side of the pitch and hold ◎ until the power bar is approximately two-thirds full.

As your long passing skills improve, you can start using ◎ to pick out players over longer distances. In Diagram 9, a blue team winger has plenty of space on the left-hand touchline. As we can't be

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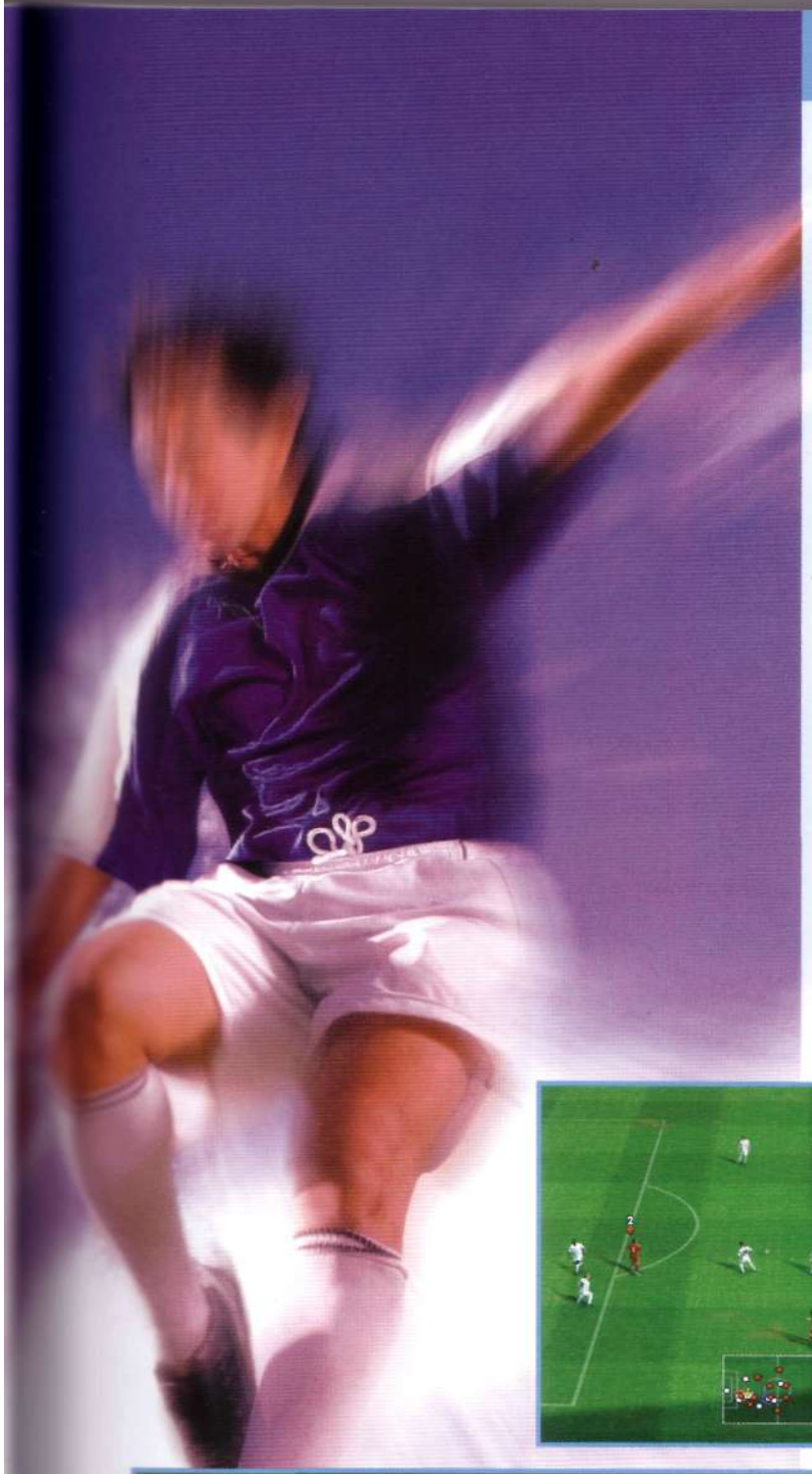


sure that a through-ball or "long" short pass will reach him, and because time is of the essence – the red team full-back is running back into position – an accurate diagonal long pass could give him a fairly clear run on goal.

The disadvantages of using airborne passes should be obvious. As well as being less precise and – as a rule – easier to intercept than a low pass, they can be far harder for the receiving player to control (although greater Technique levels will make this less of an issue). It will take a long time – weeks, and perhaps *months* of practice – for you to perfect your ability to predict the power required in each situation. Indeed, there are many veteran PES players that use long passes infrequently, preferring the comfortable security of short passes.

We believe that *all* players should take the time to hone their long passing skills. It may take arduous sessions on the training ground and countless instances of giving away possession in matches to improve these skills, but the sacrifice will be worthwhile in the end, as being able to pick out distant players immediately really adds an extra dimension to your game.

THROUGH-BALL

△ + ⊕

Played at the right time, the through-ball can be a powerful tool for unlocking opposition defences (Fig. 9). The primary difference between it and other passes is that it is played further ahead of the target player, who will run in a trajectory that enables him to collect it while moving (Diagram 10). In attacking situations, this means that forwards can use their pace to escape their markers. What you must bear in mind, though, is that most through-balls played from long range can be laughably easy for defenders to intercept. Unless there is clearly space for the pass, using △ can be tantamount to handing the ball to a grateful opponent.

09

09

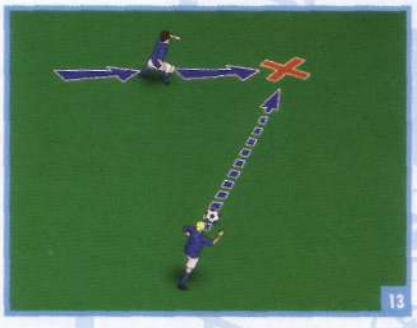
10

The relative unreliability of long-range through-balls (and the likelihood of offside decisions being made against you) may be infuriating at times, but it's a design feature that helps PES5 more accurately simulate real-life football. After all, how often do you see players enjoy a clear run on goal in the average European match? Many years ago, when the concept of the "through-ball" was first introduced to football simulations (including Pro Evolution Soccer's forebears), some players scornfully opined that it was too powerful; that even modestly capable players could use it indiscriminately to create one-on-one scoring opportunities. In PES5, the balance is – we'd say – pretty much perfect. Using through-balls to release your strikers can be very tricky to accomplish, but it's never impossible.

The best way to enhance your ability to pick out forwards with accurate medium-to-long-range through-balls is to *use the onscreen radar*. When a momentary downward glance can reveal that a striker is in an offside position or is closely marked, you only have yourself to blame if you cheaply give away possession. There are many occasions when a simple ⊗ pass will be more appropriate.

Diagram 11 depicts a situation in which a through-ball would be the perfect pass to make. With the Red Team full-back out of position after moving forward to support an attack, the winger on the Blue Team is unmarked and has empty space in front of him. Playing a through-ball will make him run along the touchline to collect the pass, which will help to maintain the distance between him and the chasing full-back. If we were to play a normal short or long pass, he would be more inclined to stand and wait for the ball to reach him. In Diagram 12, though, the Red Team full-back is marking the Blue Team winger closely. A through-ball can still send the winger on a forward run, but will be very simple for the Red Team full-back to intercept. In this instance, it would be better to pass with ⊗ – which will make the winger move back to receive the pass – and then attempt to beat the full-back with skilful footwork.

Through-balls aren't purely for sending forwards on runs toward goal, though: they can also be used to bring a player in a deeper position forward, rather than passing directly to their feet. In Diagram 13 and Diagram 14, you can see the potential difference between a pass made with △ and ⊗ respectively. It's not something you should over-use, though: it's much harder to predict the direction that through-balls will move in, and they're always less reliable (for which, read: easier to intercept) than a pass made with ⊗.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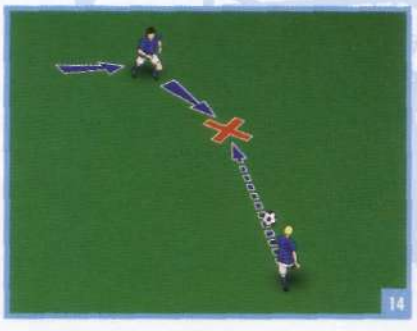
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The accuracy and speed of through-balls is influenced by Short Pass Accuracy, Short Pass Speed, and the Teamwork rating of both players, but both rise further still when a player has the Playmaker or (when sending a forward clear of the defence) Passing stars. If a creative player (think Pirlo, Deco or Zidane) has the ball at his feet, the odds of a through-ball being successful are much higher.

11

12

FIRST-TIME THROUGH-BALL

Press △ + ⊕ before a player controls an incoming pass

When you spot a striker making an excellent run into space while waiting for a pass to arrive, there often isn't time to control the ball and then feed it to him. This is where the first-time through-ball is worth its weight in gold. The split-second decision to use △ instead of taking a first touch can be the difference between an offside decision and a clear run on goal. Of course, the usual first-time pass caveats apply: the accuracy of the ball played will often be lower, especially if the player under control isn't a gifted passer or team player, and can plummet if he is facing away from the direction that the pass must be played in.

LOFTED THROUGH-BALL

L1 + △ + ⊕

This variant of the through-ball is chipped rather than played along the ground, which means it can be used to play balls over the top of a defender (or, indeed, an entire defence) that a forward or winger can run to intercept (Fig. 10). Unfortunately, it can be very unreliable. The best time to use it is when inside the first twenty yards of your opponent's half, with a quick forward close to a flat defensive line. However, lofted through-balls played in the last third of your opponent's half are next to useless: they are too powerful, woefully unpredictable, and will either be collected with ease by the opposition goalkeeper or go straight out for a goal kick.

ONE-TWO PASS

L1 + ⊗ + ⊕ to make initial pass, then immediately press △ to return the ball

This move is one of the simplest ways to quickly get past a member of the opposing team. As the initial pass is made to Player B with L1 and ⊗, Player A begins to run forward (Diagram 15). With an immediate press of △ before the ball reaches him, Player B makes a return pass into the path of Player A's direction of movement (Diagram 16).

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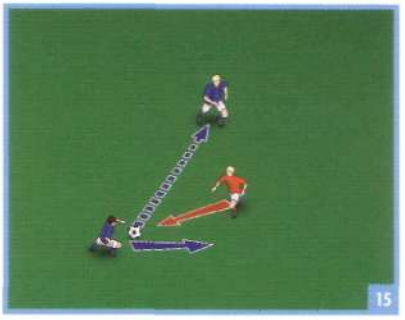
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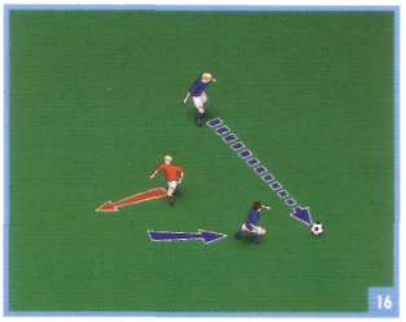
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You may wonder why you can't use ⊗ to play the return pass. The answer is simple: you can, but it won't be judged as being part of the one-two move by PES5's code. Return balls played with ⊗ can often be played in a similar (and sometimes, actually identical) trajectory to those played with △ if you press the required direction on ⊕, but they can also be played to other nearby team members instead. If you use △ to immediately play the ball, however, it will be *specifically* returned to the player that initiated the move.

Strictly speaking, a one-two pass involves the second player making an immediate return ball, but you can abort it by not pressing △, by sending a first-time short pass in another direction with ⊗, or by simply allowing the second player to trap the ball. You cannot play first-time long passes with ◎ in these situations, as PES5 will interpret this as a lofted return ball to Player A. Which leads us conveniently to...

ONE-TWO WITH LOFTED RETURN BALL

L1 + ⊗ + ⊕ to make initial pass, then press ◎ to return the ball

The exact same rules apply with this variant: you must press ◎ before Player B receives the ball, or it will not be judged to be a one-two move. The lofted return pass can make it more difficult for opposing players to intercept, but it also makes it less accurate, and harder for Player A to control. We have also noticed that in situations where a third player is in a better position to receive the pass while using the S-Auto cursor change system, control will occasionally switch to him.

Lastly, a word of warning: it's essential that you release L1 before you play the return ball with ◎. Why? Well, if you don't, the second player will simply *cross* the ball...

PASS & MOVE

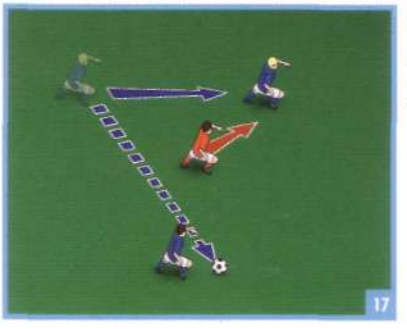
As soon as a player passes the ball, tap R2 *to* instruct him to make an immediate forward run

This outstandingly useful feature can be deployed in three ways:

1: To fool a human opponent into thinking that you are performing a one-two. Experienced players will often track the player making the forward run (especially on the touchlines), which can give you more time on the ball with the second player – until your rival realises he has been duped, that is (Diagram 17).

2: As a "manual" substitute for the standard one-two move. Obviously, there will be no code assistance as you play the return ball.

3: To encourage players to make forward runs during passing moves to give you more options in midfield or attack. You can instruct as many players as you like to press forward, but be careful: the more men you send upfield, the easier it will be for your opponent to counter-attack if you lose the ball...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MANUAL PASS

Low Pass: Hold R in required direction, then press R3 until the power bar reaches the desired strength
High Pass: Hold L1, press R in a direction, then press R3 until the power bar reaches the desired strength

Relatively few Pro Evolution Soccer players use its Manual Pass feature, which is something of a mystery given how useful it can be. Every pass made with ⊗, △ and (unless you select the alternative Type 2 and Type 5 long pass modes on the Button Configuration screen) ○ is influenced by auto-aiming code. While very reliable, this is a system that cannot always accurately predict the exact nature of the ball you would like to play.

Using R and R3 to play passes is hard enough in Free Training mode, so it's no wonder that players deem the Manual Pass surplus to requirements in a match situation. After much discussion, we feel that part of the problem is that too many people see the Manual Pass as an over-complicated *replacement* for standard ⊗ passing. It is no such thing. To be frank, successfully using Manual Passing for every low or high ball played in a match situation is something that only a minuscule fraction of PES5 experts worldwide will be able to do. Passing with ⊗, △ and ○ will always be easier, quicker and more convenient. However, we do recommend that you learn to use this hugely powerful method of passing in the area where it can be most dangerous: as you enter your opponent's half.

Manual Passes can be played in a full 16 directions at a pace that you dictate; they can also be used for first-time passes. With no auto-aiming assistance, this means that they are as precise as your input. Players will still run to collect the ball, of course, but PES5 does not interfere with the trajectory of the pass. In Diagram 18, we see a situation in which a reasonably large gap has opened up in the back line for the player in possession to play an angled through-ball. Using △ is the standard way to supply the striker with the required pass into space, but both the pace and (broadly) aim of these are dictated by PES5's code. You can never predict which trajectory they will take until they leave your player's foot. With plenty of practice, though, a great PES5 player could use a Manual Pass to accurately thread a low ball through this gap for the striker to collect.

In addition to the sheer difficulty of execution, another drawback with the Manual Pass is that it is not instantaneous. As well as the extra aiming time (moving your finger to the right stick, choosing a direction), you also have to wait for the power bar to reach the required level. The former decreases with experience, but the latter will always be an issue. For that reason, this is a move that only the most accomplished and composed PES5 players should attempt to use. Until you are extremely comfortable with your all-round game, we suggest that you stick with standard passing methods. Consider it a "next step" on the route to becoming a genuine PES5 expert.

CHALLENGE TRAINING EXERCISE 2: SHORT PASS

Task: Achieve a record score on the first four challenges, then beat a score of 2200 on the five-star challenge.

Overview: Although this challenge is a highly artificial situation – players will never spend so much time facing each other and be so prepared to receive passes in a real match – it will enable you to improve your one-touch passing ability. First-time passing is much more reliable with players that have high Short Pass Speed, Short Pass Accuracy, Technique and Agility ratings, so pick players that score highly in those categories. Play for around 15 minutes, then attempt the challenges again with central defenders (Fig. 11). The difference in quality is tangible: the centre-backs will sometimes automatically take a touch before playing the ball, and are much more likely to make "bad" passes. This underlines why it's so important to try to limit one-touch passing moves to situations where you have the players with the requisite skills.

Tips: To achieve high scores in the Short Pass challenges, you need to make a very high number of consecutive passes in order to increase your overall bonus. The first three challenges are a breeze to beat – it's a simple matter of building up a rhythm and, as opposing defenders are introduced, learning how to predict their behaviour – but the four-star and five-star challenges are markedly more difficult. The trick for getting record scores in both is to rapidly pass the ball between two players to draw a defender closer, then spread the play when he becomes a threat.

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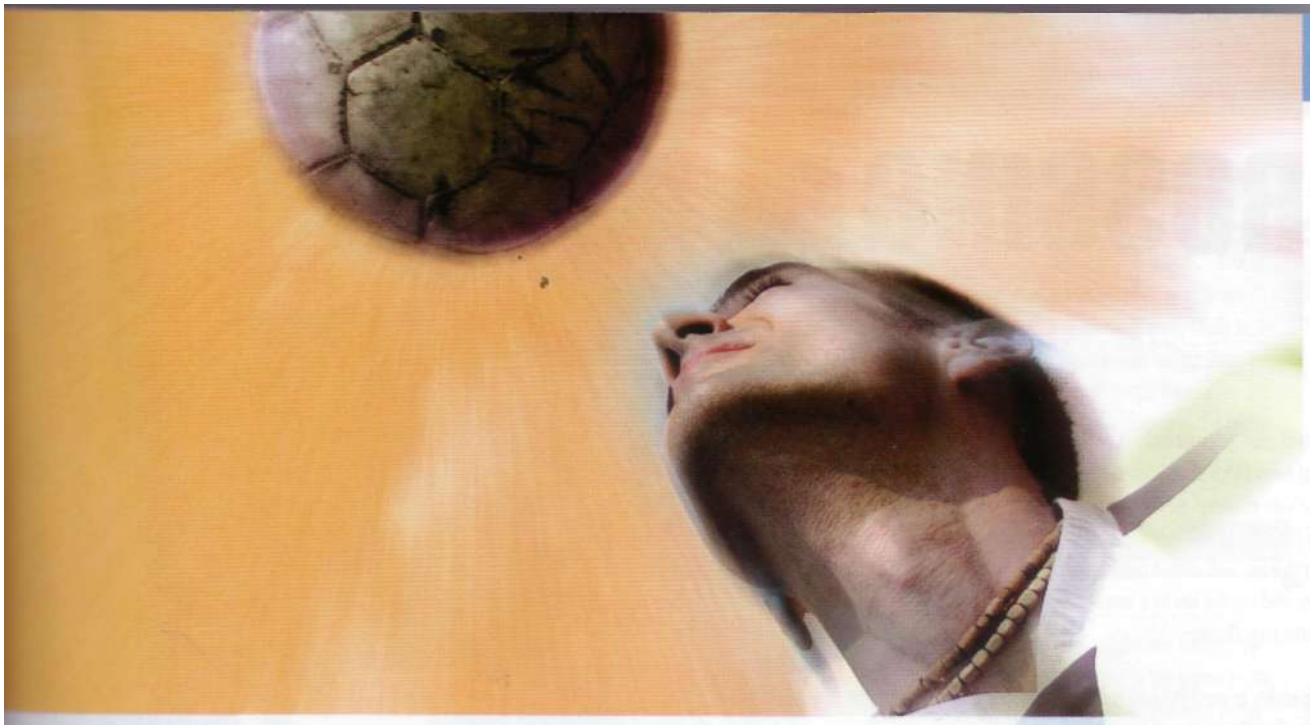

CHALLENGE TRAINING EXERCISE 3: MANUAL PASS

Task: Achieve a score of over 2200 on all five challenges.

Overview: As we discussed earlier in this section, the Manual Pass is a great way to precisely thread a ball in an exact direction at a pace that you decide. These challenges will improve your understanding of how they are performed and – we would hope – illustrate how accurate and reliable they can be with practice.

Tips: Succeeding in the Manual Pass challenges is dependant on your ability to immediately discern the required direction of the pass and the position your player must be in to make it. This isn't something that can be taught: you'll just have to repeat each exercise until you can beat it. If you're really struggling, try making passes on a vertical axis (Fig. 12). Although it rather misses the point (which is, of course, to practice the full range of Manual Passes available to you), these are much easier to judge.

CHALLENGE TRAINING EXERCISE 4: BALL POSSESSION

Task: Achieve a score of over 1300 on all five challenges.

Overview: Being adept at retaining possession is arguably the most useful skill a PES5 player can have. It's all very well being an expert marksman, adept at performing tricks or tenacious in defence, but the simple fact is, the longer you can stay in control of the ball, the less likely you are to concede goals. The Ball Possession challenges are a demanding test of your ball control and dribbling prowess, short passing skills and – especially in the last two challenges – ability to keep the ball against overwhelming odds. With the introduction of a five-second dribbling limitation on the four-star challenge (reduced to four seconds on five stars), you must trap the ball, decide where your next pass will go, and then make the space to perform it in a very short space of time. This will not just improve your passing skills: it's also great practice for penetrating packed defences, where there's rarely much room for manoeuvre.

Tips: Your score is increased the closer you are to your opponent's goal, so aim to get behind the initial defenders as soon as possible to take advantage of the space there (Fig. 13). As other players start to join the fray, be very careful when passing to teammates at the bottom of the pitch – you can often be taken by surprise by someone suddenly running from the touchline. The first three challenges are only moderately difficult, but the fourth is *very* hard and the fifth possibly the most frustrating of all Challenge Training exercises. In the latter two, you need to keep one eye on your radar at all times. Try to keep the ball above (or, to be more precise, to the left of) your opponent's goal for the first thirty seconds, only moving it to the bottom half briefly on occasion to draw defenders away. Finally, don't attempt to use a player's body strength to shield the ball: on the two highest difficulty levels, your opponents can foul you with impunity.

CROSSING

The ability to play accurate balls into the box is a skill that every PES5 player should aspire to have, as it's an essential part of your creative repertoire (Fig. 1). Even if you favour a team with short strikers, well-aimed crosses are *always* dangerous, and are the key to a successful counter-attacking strategy.

A player's ability to cross the ball is influenced by his Long Pass Accuracy and Long Pass Speed stats; their effectiveness will also be improved by a high Teamwork rating and the Passing and Playmaker stars. You should also be aware of the crosser's favoured foot and his Weak Foot Accuracy attribute and, whenever possible, face the direction that enables him to play the ball with his stronger side.

Crosses can vary wildly depending on the player used, the strength of the foot he kicks with, the direction he is facing, his position on the pitch, and the distribution of your players in the 18-yard box. As auto-aiming code so tangibly guides your crosses in the direction of specific players, you may initially assume that your only influence when you play them is to determine the power and type with ◎. In actual fact, you **can** (and really should) specify the horizontal trajectory: your player will aim the cross towards the players in the box that correspond (albeit approximately) with the direction in which ✥ is held.

While context sensitivity means that we can't say exactly how true this will be of every cross, you can generally aim for players further away from the goal if you press toward your own half of the pitch, players at the near post by holding down, players at the far post by pressing up, and so on (Diagram 1). To get a better understanding of how the system works, start a Free Training session with only two players: a winger and a striker. No matter which direction you hold, the winger will cross the ball toward the front man (Fig. 2). Now add more forwards and midfielders, and experiment with different directions and cross strengths.

Knowing which is the best cross to play in each situation is partly a matter of intuition and experience, but the biggest aid to supplying players in your opponent's 18-yard box with the right type of service is the radar. If you don't consult it before making each cross, you are much more likely to miss excellent goalscoring opportunities and – the most heinous of all mistakes – send the ball into a penalty area devoid of players in your colours.

Before we examine the different cross types, it's worth discussing the five different Long Pass Modes that can be selected via the Button Configuration screen, as your choice can change the way that crosses are performed (Fig. 3). If you use Type 1 or Type 2, your player will automatically cross the ball if you press ◎ while you are...

- facing in the general direction of your opponent's goal-line.
- level with your opponent's penalty area.
- on either touchline within approximately ten yards of your opponent's 18-yard box.

With Type 3, only the first two conditions apply. Type 4 and Type 5 require that you perform crosses "manually" – that is, by holding L1 in conjunction with ◎. In this section, we assume that players are using Type 1, Type 2 or Type 3. If you have advanced to using Type 4 or Type 5, take it as read that you must hold L1 in addition to the specified buttons.

Actually, we suggest that you try to get into the habit of always crossing with L1 held and switch to the Type 4 Long Pass Mode (or Type 5 if you prefer) as soon as possible. Sometimes, a long pass is a much better method of reaching a player in the penalty area, but it's a move that you can't perform deep in your opponent's half with ◎ unless you deactivate automatic crossing. It's not an issue you should worry about if you are new to PES5, but it's definitely something you should consider as your skills improve.

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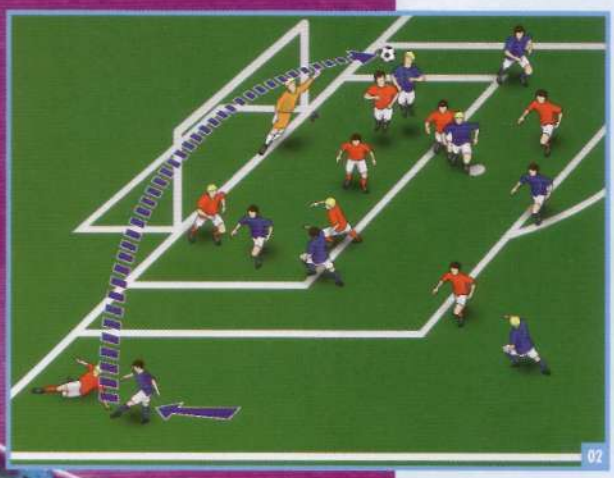
- CROSS (MEDIUM)
- HIGH ARC CROSS
- LOW CROSS
- MANUAL CROSS



CROSS (LONG)

✣ + ◎

Crosses performed with a single press of ◎ are usually the most powerful, and are more likely to be targeted at a striker's head. This makes them a good choice for reaching a tall target man. They are generally the best way to reach players in the region of the far post (Diagram 2).

CROSS (MEDIUM)

✣ + ◎ x2

Played with less power and height, this second type of cross is better for supplying balls to the region of the near post (Diagram 3). Due to the difference in the flight path, these crosses can be easier for opposing forwards to intercept, but provide better opportunities for diving headers, volleys, scissor kicks and the like.

HIGH ARC CROSS

Hold R2 in addition to ✣ + ◎ or ✣ + ◎ x2

Holding R2 as you play either a long or medium cross acts as a modifier. Your player will kick the ball in a way that makes it slower but higher, its trajectory making it perfect for picking out tall strikers.

LOW CROSS

✣ + ◎ x3

Played along the ground, this low cross is drilled into the 18-yard box at pace. Unlike other cross types, you have little influence over the direction it is played in. It is best used during counter-attacks when you have a striker running ahead of the opposition back line (Diagram 4).

MANUAL CROSS

L1 + ◎

If your favoured Long Pass Mode is Type 1, Type 2 or Type 3, you can still use L1 + ◎ to play crosses from anywhere in your opponent's half. As kicks performed in this way are aimed towards your forwards, the manual cross can be useful for defensive clearances and for playing long balls in the direction of a tall target man.

OFF-THE-BALL MOVEMENT

As Pro Evo experts will be aware and beginners will soon learn, PES5's code provides assistance to players by guiding members of their team to receive passes (particularly through-balls), and moving them into position to collect or contest aerial passes and crosses. This system is absolutely vital: without it, PES5 would be inaccessible to all but a tiny number of players, and much less enjoyable as a whole.

Sometimes, though, PES5's "invisible hand" can be a little intrusive, guiding players in directions that you're not entirely happy with, or positioning them in a less than ideal spot. Fortunately, its creators are fully aware of the limitations of the system, and have provided two commands that give you greater or complete control over your players. While beginners should almost certainly disregard them until they feel comfortable with PES5's basic controls, mastering the use of these two functions can give you an extra edge that players who ignore them will lack.

SUPER CANCEL

R1 + R2

The Super Cancel function gives you immediate control over a player's movement. When you play a pass, PES5 steps in to guide the targeted player into position, or to fix him to a spot until the pass arrives. In most instances, this is something you will barely notice. However, when the pass is inaccurate or an opponent may be able to intercept the ball, not being able to adjust a player's position with ⊕ can be very frustrating. Super Cancel is the solution. As soon as you hold R1 and R2, you gain complete control over a player's movement.

In Diagram 1, we illustrate using Super Cancel to make a striker collect a ball that would otherwise be intercepted by the red team defender. Sometimes the merest tap of both buttons and momentary modification with ⊕ will suffice; on other occasions, you may need to hold them down for longer. The manual control feels very unwieldy at first – it really makes you appreciate the assistance that PES5 provides – but you'll soon gain a more intuitive understanding of how best to use it.

There are other situations where Super Cancel can be a valuable tool. When a long pass (or goal kick) is heading toward a specific area and you have sufficient time, it's sometimes useful to quickly take manual control of your player with Super Cancel and run him in front of an opponent, although the difficulty of doing so makes this the sole preserve of expert PES5 players. The most common and easiest application of this command, though, is using it to cancel kicks. If you press R1 and R2 immediately after, for example, powering up a shot or long pass, your player will instantly abort the move.

There are a number of side effects that you should take into account every time you use Super Cancel to move a player.

- While both buttons are held, and for a fraction of a second after they are released, your player will not automatically take control of the ball unless your aim is very precise. It's better to let go a moment before you collect the ball.
- When attempting to meet headers and high balls, it's especially important that you relinquish your control as early as possible: you cannot head or kick the ball while Super Cancel is active.
- Your player is very sensitive to directional changes when you use Super Cancel, so be very measured in your use of ⊕.
- There can be a tiny but perceptible pause in your player's sprint when you engage Super Cancel while running to meet a ball.

Due to these drawbacks and the difficulty of execution, use of Super Cancel is something that you should gradually introduce to your game.

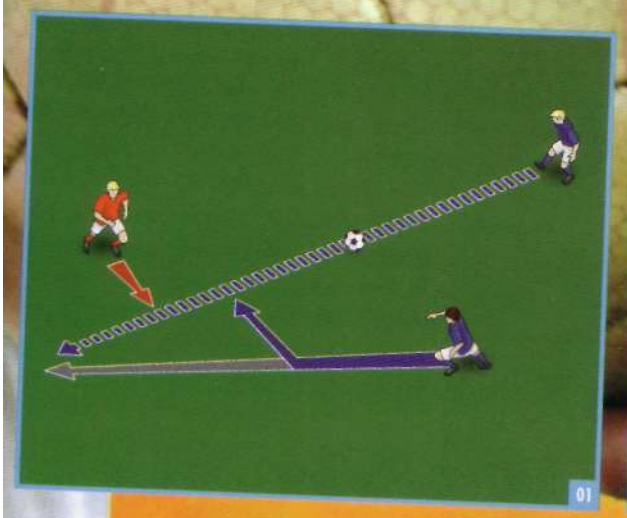
CONTROL PLAYER WHILE BALL IS AIRBORNE

R2 + ⊕

Similar to Super Cancel in principle (though very different in practice), holding R2 enables you to make careful adjustments to your player's position as an airborne ball heads towards him. As so many player actions (particularly first-time kicks and headers) in PES5 are so dependant on the height of the ball as it reaches the individual under your control, a slight change in location can mean that a player will make a scissor kick instead of volley, or make an immediate header instead of first controlling the ball with his chest.

While Super Cancel wrestles control from the CPU, using R2 makes the man under your control shuffle at a very slow pace, which makes it far more precise. It can be used all over the pitch, but is most important in and around your opponent's penalty area as a cross, corner or free kick heads towards a player in space. This is discussed in more detail on page 92 of this chapter.

While very effective with practice, this move is not without limitations. Firstly, you cannot always manoeuvre your player if he is being held or obstructed by an opponent (Fig. 1). Secondly, you should make a habit of releasing R2 a moment before you attempt the required move. It isn't always necessary, but you often need to give PES5's code at least a fraction of a second to regain control of the player before you can successfully perform kicks and headers.


01

01

SHOOTING

Due to the bewildering variety of variables involved in every attempt on goal – particularly player abilities and the complexity of PES5's realtime physics engine – it's near impossible to offer hard-and-fast rules on when, where and how to shoot. We can offer hints and tips and rules of thumb, but the context sensitivity inherent in every shot means that we cannot tell you with confidence that a ball struck from position X at speed Y will result in shot Z. From long-range attempts to first-time volleys, elementary tap-ins to headers, there are no absolutes. We can only offer general advice and assure you that shooting ability improves with experience.

At first, you may feel a little frustrated when your strikers inelegantly scuff the ball wide, hoof it over the bar, or miss a kick entirely. The best guidance we can give you is to practice in Free Training mode. Familiarity with the shooting system, timing, astute use of ⊡ and ⊕, knowledge of the player under your control, awareness of other factors such as the close proximity of a defender... these are the things that will improve your ability to score goals.

Don't think that shooting in PES5 is in any sense random, or that goals are somehow preordained: that really isn't the case, as Seabass explains. "It's not a system of 'deciding a goal' or not," he says. "It's all based on realtime physics. There are many, many factors that decide if a player scores or not. It's very difficult to explain what affects the execution of each shot because so many factors are combined. Take the chip shot – this is a combination of the player's Technique and his Shot Accuracy together. It's not just one stat that represents what he could do, it's all a combination, and it's all calculated in realtime."

"Without pressure from a defender or a goalkeeper, even an amateur player could easily hit the goal – so that's a high percentage of scoring. Star players like Crespo or Drogba have higher odds of scoring if they are under pressure. But even with star players you usually need a good situation where you have beaten the defender so that you're free, have a good position to shoot, are facing in a good direction, are shooting with the 'strong' foot. Then there's the ball momentum, the player's speed, the position of the ball, the distance between player and goalkeeper... this is all calculated and, at the end of the day, distinguishes if it's a good shot or not."

SHOOT

⊡ until power bar reaches required level, ⊕ to aim.

This section discusses how to shoot the ball when your player has the ball at his feet, or as he collects a pass along the ground. Although performed with the same combination of ⊡ and ⊕, the execution of first-time shots (such as volleys or scissor kicks) and headers can be very different. While some of the advice here is relevant to all shot types, you should consult the First-Time Shots & Headers section for specific details on shooting when the ball is in the air.

When you press ⊡ to make a shot, a gauge appears (Fig. 1). The power required varies from situation to situation. For a low shot aimed for a corner of the goal from just inside the penalty area, a brief tap of ⊡ will often suffice. For a thunderbolt from 25 or 30 yards, the power bar should often be just over the halfway mark. However, much depends on the movement of both ball and player. A running player with the ball further ahead of him can strike with greater venom than when jogging with the ball close to his feet.

As is the case with passing, a player is more effective at striking the ball in the direction he is facing. The further away your aim is from, approximately, a 90 degree "cone" in front of him, the less powerful and accurate the shot will potentially be. Naturally, the better a player's Shot Accuracy, Shot Power and Shot Technique stats, the more proficient he will be at – for example – shooting while running parallel to his opponent's goalmouth, but the odds of even a great player scoring are always reduced by facing further away from the goal.

If a player has his back to his opponent's goal, the precision and pace of shots is vastly reduced. As in real life, the difficulty of twisting to shoot from oblique angles – even at close range – means that the quality of contact will be lower, with the ball more likely to be scuffed harmlessly into a grateful keeper's hands. Players with the Scoring star are much, much better at turning to drill the ball into either corner, but only inside the penalty area. Unless you're deep inside your opponent's 18-yard box, a shot made while facing away from goal will be a waste of possession.

Another factor that you must take into account when shooting is your player's dominant foot, and his Weak Foot Accuracy and Weak Foot Frequency stats. In the heat of the moment, even the most quick-thinking PES5 expert will not have time to consider these, which is why a few hours on the training ground with your favourite team can be hugely advantageous. Practice shooting from various angles and ranges with each player, and see how the contact made can vary. A player with high Weak Foot Accuracy and Weak Foot Frequency ratings will be comfortable striking the ball with either foot; a player with lower ratings will go out of his way to use his preferred foot.

This becomes less of an issue if a one-footed player has the Outside star. Individuals with this special ability are adept at using the outside of their stronger foot to strike the ball, which compensates for their lack of ability with their weaker foot. It also improves their flexibility in front of goal. When shooting at close range, *very* one-footed players will sometimes perform the context-sensitive "Rabona" shot, where they tuck their stronger foot behind their weaker foot to stab the ball goalward. This isn't something that you can perform manually, although you could – if you have the time and great judgement – engineer situations where it is more likely to happen by positioning a player in a way that makes it difficult for him to use his stronger foot.

One of the biggest influences on shot accuracy, though, is physical contact with (and sometimes, merely the close proximity of) a member of the

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opposing team. As in real life, this is extremely off-putting for the player, and will often affect his balance as he shapes to shoot (Fig. 2). The higher a player's Shot Technique rating, the less close attention of defenders will affect his ability to strike the ball cleanly.

02

A major amendment to the shooting system in PES5 is the introduction of the Middle Shooting special ability. Players that have it are much better at making shots from range. Conversely, those that don't are now less likely to hit the target. The difference between the haves and have-nots is how well the former can strike the ball. "Middle Shooting star players are much more likely to make a 'non-rotating' shot," explains Seabass. "In many great shots from range the ball is not rotating at all. During the 2003/2004 season, I watched many Inter Milan games. There was one match where Cannavaro made a great 35-meter cannon shot without the ball rotating. I then started to calculate the odds of how likely it would be that a star player could perform such a shot."

"Basically in real football, if the ball is a little further away and not moving at all, and you have a certain distance, and you run up to the ball and hit it hard, a great player will be able to make this non-rotating shot. With the Middle Shooting star, there will be a better chance that one of your players will perform this fantastic strike. If you do the L1 plus R1 movement, where you knock the ball forward and then make a shot [see page 98 for an explanation], then there's a much better chance of performing this non-rotating shot. But when you simply dribble the ball and shoot, the odds will be much, much lower. The Middle Shooting star players like Nedved or Scholes might still be able to perform a non-rotating shot even when dribbling the ball. But if you perform the L1 plus R1 move and knock the ball forward, these players will be able to perform such a shot with a 100 percent probability."

"When players without the Middle Shooting star perform the L1 plus R1 movement, they will perform this fantastic non-rotating shot about 30 percent of the time. With players like Nedved, there will be a 100 percent chance. It still depends on many other variables – a rotating ping-pong ball may be harder to hit than a ball that isn't moving at all. Unlike PES4, PES5 is actually programmed so that a normal long-range shot will fly over the crossbar more than in PES4. But with this non-rotating shot, you are more likely strike the goal."

Finally, it's time to lay a common Pro Evolution Soccer myth to rest: you cannot manually increase the level of curve in a shot during open play. Curve is determined by which foot the player uses, which part of the foot he uses, the nature of the contact with the ball, the speed of the ball... so many variables, in fact, that it's very, very difficult to predict. In time, though, you'll gain an appreciation of how likely shots are to curl when hit by certain players in specific circumstances. If a human opponent strikes a glorious 35-yard strike that curls magnificently into the top right-hand corner of the goal, it's very possible that he **did** intend to do just that...

CONTROLLED SHOT

□ + ✣ to shoot, then press R2 when the power gauge appears

One of the major new additions to the Pro Evo series, using R2 as a modifier instructs your player to strike the ball with the instep of his boot (Fig. 3). As it involves sacrificing power for precision, this type of shot is ideal if you are aiming for the corner of the goal that corresponds with the player's dominant foot – right for right-footed, left for left – and is at its most deadly if you are shooting from just inside the 18-yard box.

If you are controlling a very skilled striker or midfielder, it can also be good for higher shots from slightly longer ranges. If, for example, you are approaching the goal from the left of the pitch with a right-footed player with good general shooting attributes and a high Curling stat, it can sometimes be worth aiming a strike (using R2) slightly away from the right post. This type of shot is very difficult for goalkeepers to deal with, and it's enormously satisfying to watch the ball swing *just* inside the right-hand post.

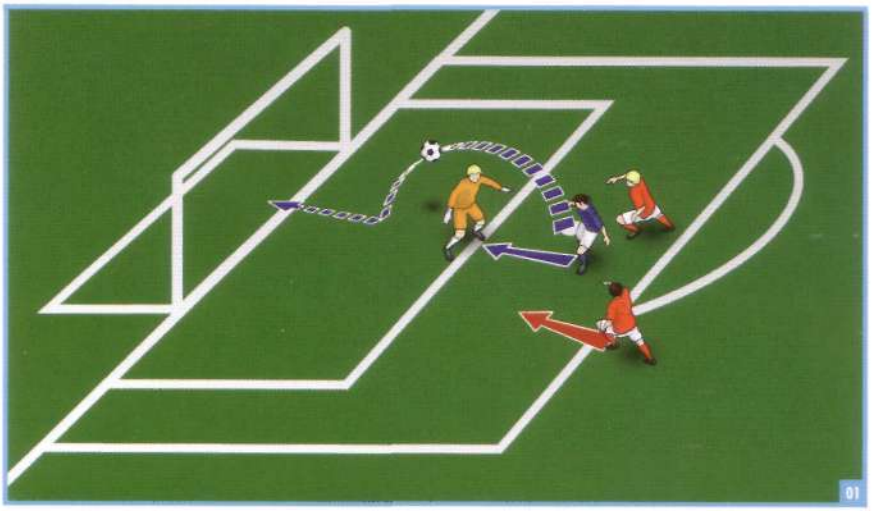
03

CHIP SHOT

L1 + □, ✣ to aim

For the most composed PES players, making a precise chip shot is one of the most satisfying ways to score. Performing one with a goalkeeper rushing out to meet you and defenders hot on your heels is easier said than done, though. This first of two types of chip shot is best performed when shooting from slightly longer ranges – say, from just inside the penalty area with the keeper approximately halfway between you and the goal (Diagram 1). If the keeper is very close, it's better to wait until he is just about to dive before you try it. Over shorter distances, the "Type 2" chip shot is generally more reliable.

The quality of a player's chip shots is increased by high Technique and Shot Accuracy stats, and the 1-On-1 Score special ability. If the player under your control lacks all three, it may be wiser to make a more conventional shot on goal.


01

CHIP SHOT 2

Aim with ✥, press □ to shoot, then press R1 when the gauge appears

This chip shot type is generally much lower and hangs in the air for less time than those performed with L1 and □. As an additional benefit, the manner in which your player shapes to shoot can fool goalkeepers into believing that you are attempting a standard shot on goal. The timing of the R1 press is critical: if it's too late, your player will blast the ball instead of chipping it. This can occasionally be a problem with players that have a 90+ Agility rating. As they are more inclined to make immediate (or at least quicker) kicks, you often need to be *very* fast with your button press...

If you select the "Type 2" option for Chip Shot 2 on the Button Configuration screen, you can also perform this kick by rapidly tapping □.

FIRST-TIME SHOTS & HEADERS

✥ + □ just before the ball reaches a player

Where do we start? There are many different types of context-sensitive shots and headers that players can perform from corners, crosses and free kicks. Sliding to toe-poke the ball, diving headers, a number of different volley varieties, scissor kicks... all this, and more. The type performed depends on many, many variables. The most palpable of these are the player's body position and direction of movement, and the incoming ball's speed, curl and direction.

With first-time shots and headers, the power bar has much less influence. Far more important are the timing of the button press (generally, a quick tap just before the ball reaches a player is best) and the direction specified with ✥. Equally significant is a player's position in relation to both the goalmouth and ball. If the latter is above head height, he will attempt a header; a scissor kick, or stooping to head the ball is more likely between chest and waist height; below the waist, diving headers, volleys and toe-pokes are more frequent outcomes.

Headers are by far the most common shot type from corners and crosses (Fig. 4). Those made with □ are governed by the same abilities as those made with ⊗. A player's Height and Jump stat are important if the ball is very high, and his Header rating affects the accuracy. By and large, the guidelines offered on page 79 are just as applicable here. For first-time kicks, different abilities are taken into account. Shot Accuracy, Shot Technique, Shot Power, Agility, Technique and the 1-Touch Pass star (see page 56 for an explanation) are all pivotal, especially with the more acrobatic volleys and overhead kicks.

Obviously, utilising R2 to move a player by just a few millimetres (in screen distance) can completely change the nature of the shot played. If the individual under your control is in space and is better with his feet than in the air, moving him back a few paces as a high ball approaches can enable him to volley the ball rather than head it. However, in addition to excellent reactions, you need to be extremely prudent in your use of R2. Unless you're very careful, you can move a player away from a golden scoring opportunity, or give a defender the time he needs to dash forward and make a clearance.

Start a Free Training session and practice making first-time shots after using R2 to position your player. Without any opponents, it's easy to score spectacular goals. Now add defenders and midfielders. As you will soon realise, it's better not to use R2 unless your player really is in plenty of space. More often than not, it's wiser to take the first chance that comes your way...

SET PIECES, THROW-INS & PENALTIES

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1ST-TIME SHOTS & HEADERS

In matches where both sides and players are evenly matched, or your opponent favours a highly defensive style of play, set pieces can provide opportunities to snatch the lead in games typified by a paucity of clear-cut chances. When picking your team, having at least one good set piece taker in your first eleven isn't mandatory, of course – but you *should* regard it as being so. You need a player with good Free Kick Accuracy and Curling stats at least, but ideally your dead-ball specialist should have the full range of related abilities – which means Long Pass Accuracy, Shot Power and Shot Accuracy as well (Fig. 1). If you don't have a player of this calibre in your team, or – foolishly – leave out any experts that you have in your squad, you put yourself at a big disadvantage.

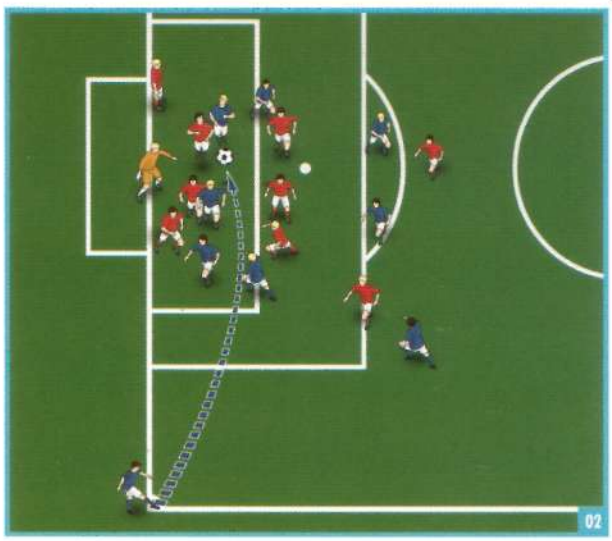
While throw-ins rarely require much thought and penalties are very straightforward, you should spend as much time as possible practicing free kicks and corners in PES5's Free Training mode. As success is more dependant on good judgement than joypad-related skill – especially with free kicks – newcomers to the series will find that the ability to score from either will, in part, compensate for deficiencies in other areas of their game.

CORNERS

Corners are a ready source of goals, especially if you have centre-forwards that are good in the air. Your kicker should be the player in your team with the highest Free Kick Accuracy, Long Pass Accuracy, Long Pass Speed and Curling stats, and will always kick with his dominant foot. This, naturally, has a bearing on the degree of curl you can apply to the ball. Right-footed players are generally better at curling the ball to the left; the opposite applies for left-footed players. You should bear this in mind before attempting an outswinging corner (Diagram 1) or an inswinging corner (Diagram 2). Refer to Table 1 for a simple guide.

TABLE 1

Location	Speciality (Right Foot)	Speciality (Left Foot)
Bottom corner, right-hand side of pitch	Outswinging corner (right to left)	Inswinging corner (left to right)
Top corner, right-hand side of pitch	Inswinging corner (left to right)	Outswinging corner (right to left)
Bottom corner, left-hand side of pitch	Inswinging corner (right to left)	Outswinging corner (left to right)
Top corner, left-hand side of pitch	Outswinging corner (left to right)	Inswinging corner (right to left)



Never feel that you need to take corner kicks immediately – even against human opponents. Watch players as they move around in the box (or, with the radar, those just outside it), and wait for someone to find space, then try to supply him with the appropriate ball into the 18-yard box. Consult Table 2 for details on the various different kick types and how to perform them.

TABLE 2

Kick Type	Button Commands	Notes
Aim Kick	⊕ ← & ⊕ →	Take the amount of curl you will be applying into account while aiming for airborne kicks.
Standard	□	The best general-purpose corner type. Good for reaching players at the far post.
High arc	Hold R2 + ○	The ball is kicked higher, but its trajectory makes it slower. Good for picking out players with great height and excellent aerial ability.
Low arc	○ + ⊕ ↑	Travels a shorter distance. Best used for reaching the far post, or when aiming for players at the edge of the box.
Apply curl	⊕ ← or ⊕ → when the power gauge appears	Remember to consider your kicker's favourite foot, and be careful when making inswinging corners: don't play them too close to the goalkeeper!
Along ground	○ + ⊕ ↓	Ball is drilled along the ground into the box.
Short corner	⊗	Ball is passed to the player nearest the kicker.

One big difference in PES5 that long-term Pro Evo players will notice is that defenders very rarely venture forward for corner kicks. This may seem like a strange decision to some, given how regularly this occurs in real-life and its presence in previous versions of the game, but it's actually a design change made at the behest of many PES players. "In general, the fact that defenders rarely move upfield is because of user feedback," reveals Seabass. "Many users wanted defenders to stay back because there were some deadly counter-attacks after corner kicks. That's why the team deliberately decided to prevent the defenders moving up front."

You **can** influence whether a defender is likely to join your forwards for a corner kick, but it requires a little formation surgery – which is something you could conceivably perform and use as a manual strategy. "If you want a defender to move up for corner you have to specifically give one an attacking forward arrow and put the other players in the other way, meaning that they are defending," Seabass advises. "There will then be a high chance that this defender will move forward for corner kicks."

FREE KICKS

Table 3 contains a complete list of the different shots, passes and commands you can use during free kicks.

TABLE 3

Action	Button Commands	Notes
Aim Shot	⊕ ← & ⊕ →	When directing your kick, don't forget to take potential curve into account.
Standard strength shot	□	This is the default kick strength. It is best used from approximately 20 to 25 metres.
Very strong shot	□ + ⊕ ↑	The most powerful shot type; use from approximately 25 metres upward.
Very weak shot	□ + ⊕ ↓	A much less powerful shot for close-range free kicks. Best used from approximately 16 to 20 metres.
Strong shot	□ + △ once the power gauge appears onscreen	The second most powerful shot type. Best used from approximately 24 to 30 metres.
Weak shot	□ + ⊗ once the power gauge appears onscreen	A second option for shots from very close ranges. Best used from approximately 18 to 24 metres.
Apply curl to ball	⊕ ← or ⊕ → when power gauge appears	Apply curl by holding either direction before the player shoots or makes a long pass.
Change kick direction	After choosing a direction with ⊕, press L1 to adjust to the left, R1 to adjust to the right	Fool human opponents by aiming the ball in one direction, then use either L1 or R1 to shoot or make a long pass to the left or right respectively.
Long pass/cross	○	A powerful, direct and high kick. The closer you are to goal, the less power you need to reach players. A brief tap will often suffice.
High arc long pass	Hold R2 + ○	A slower and higher type of long pass.
Kick along ground	□ + ⊕ ↓	The kicker will drill the ball along the ground at high speed. Can be used to sneak the ball under a jumping defensive wall.
Short pass	⊗	Passes to the nearest teammate in the direction specified. Ignore the power gauge: this is simply to conceal the nature of your kick from human opponents.
Through-ball	△	Play a through-ball for a nearby teammate to chase.
Add second player	Hold L2	Hold once to add a player, hold a second time to change the side of the ball he stands on, and a third time to remove him.
Kicker 2 makes long pass	Hold L1 as you perform a long pass with ○	The second player will make an immediate long pass in the specified direction. These can be modified with R2 for extra height.
Kicker 2 nudges ball for Kicker 1	Hold L1 and press ⊗	The second kicker taps the ball to the main kicker. Play commences immediately.
Kicker 2 takes shot	Hold L1 as you perform a shot with □	The second kicker will make an attempt on goal. It will take time and practice to become accustomed to the speed at which these are taken.

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Free kicks that are over 35 metres away from your opponent's goal or at angles that preclude a reasonable chance of scoring can be tricky to master. Though crosses made from near either touchline can be dangerous, long passes made with ◎ from central positions are hard to judge correctly, and aren't as useful if you don't have a tall centre-forward to aim for. Without a target man to pick out, we find that returning the ball back into play with ⊗ is generally the best option, although from longer distances you can also play a high ball behind the defence for fast wingers or strikers to chase.

For shots on goal, Free Kick Accuracy, Shot Power and Curling are essential abilities. For those that assume that Curling is more of a luxury attribute that is good to have but not exactly vital, Seabass has what may be a surprising revelation for some. "Unless a player can curve the ball, he cannot make the ball drop," he explains. "Right footers can usually curve the ball to the left side, counter clockwise. Left footers do the opposite. An exception is, for example, Roberto Carlos – he can kick and curve both ways. This applies not only to Roberto Carlos, but also to other players who have the Roberto Carlos free kick type. Right footers and left footers can also shoot in the other direction, of course, albeit without or with very little curling. But the players with high Curling ability are the only ones who can drop the ball after it has passed the wall."

General Tips:

- When you make a shot on goal, your first task is to think about the distance to goal and decide which of the five power levels will be most appropriate. Table 3 features general pointers that may be of use, although much depends on your kicker's Shot Power attribute.
- Shots that you intend to curl should be aimed further away from the actual target in order to compensate for the ball's swerve in the air. The higher your player's Curling attribute, the more you need to adjust this.
- Look at the defensive wall. If there's a very short player, you might be able to squeeze the ball through the gap above his head. If a wall is packed with very tall players, be aware that you may need to pump the power gauge fractionally more than usual in order to clear it.
- The power of shots (and, for that matter, long passes) is not finalised until the player actually kicks the ball. Never hesitate to add a little power to a shot if your first attempt is too low, but be careful: the slightest brush of □ (or ◎) will be enough.
- Strong shots and weak shots (□ + △ and □ + ⊗ respectively) can be a little confusing for beginners due to the additional button press. We suggest that you stick with the standard, very strong and very weak types at first.
- Players with the Roberto Carlos free kick type are great fun to control, but remember that – unless you're actually controlling the man himself – you can't expect their shots to have the same astonishing power or swerve.
- Be ready to pounce on all partial saves, rebounds and deflections.
- If your team lacks a dead-ball expert, making shots on goal with a player ill-suited to free kick duties is wasteful. A good idea is to assign the player in your team with the best shooting ability as kicker, then introduce a second kicker by holding L2. Now have the second player tap the ball into play and make an immediate shot on goal with the first (Fig. 2).

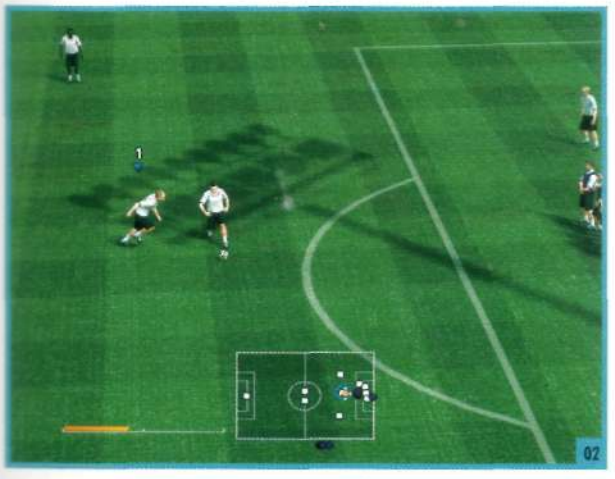
FREE KICKS: DEFENCE

Table 4 describes the different moves available to players defending against a free kick. How your wall should behave depends on which player you're facing. What type of kick is your opponent likely to make? It's a paper-scissors-stone kind of decision. Generally, commanding your men to jump is the best all-round option (Fig. 3), but this can enable crafty set-piece specialists to occasionally sneak low shots (and drives played with ◎ + ⊕↓) under your wall. Asking them to run forward can quickly overwhelm any player that attempts a short free kick, but will leave the goal vulnerable to well-placed shots; instructing them to both jump and run forward can leave gaping holes.

Using △ to move your goalkeeper can be risky. As it's so easy for human opponents to fool you by aiming in one direction and then, with a press of R1 or L1, shooting in another, it's usually better to leave them where they stand and concentrate on making the right decision with your defensive wall.

TABLE 4

Players in wall jump	□
Players in wall remain in a standing position	⊗
Players rush forward and jump	◎
Players rush forward but do not jump	◎ + ⊗
Random wall behaviour	Do not press any buttons
Move goalkeeper behind wall	△



THROW-INS

Throw-ins are a routine part of every PES5 match, and require very little in the way of specific skill to perform (Fig. 4). You simply use ⊕ to rotate your player in the required direction, then press one of three buttons to perform the throw: it's as easy as that.

When your team has a throw-in, you can change the player taking it if you wish. Press START, then choose Select Thrower and pick your preferred man. This is particularly handy when you want to use a player with the Long Throw special ability star to hurl the ball into your opponent's 18-yard box.

SHORT THROW

⊕ + ⊗

This is the standard throw-in: no fuss, no flair, just a simple short ball aimed at the nearest player in the direction in which the thrower is facing. It's plain common sense to wait until members of the opposing team retreat the required distance before you return the ball into play – occasionally, CPU players will dawdle slowly away from the touchline (and human players will attempt to), which can be very annoying – but, bar that, most standard ⊗ throw-ins are simply a matter of supplying the nearest player with the ball and getting on with the game.

If you are defending against a throw-in, try to position your player in a spot that will enable him to apply pressure to the receiving player the moment the ball is thrown. The deeper inside your half the throw-in takes place, the more important it is that you keep your man goal-side of the player due to receive the ball.

LONG THROW

⊕ + ◎

When you press ◎ to perform a long throw, a power bar will appear (Fig. 5). When the bar reaches its maximum level, or you release ◎, your player will make the throw. If you are deep in your opponent's half, however, your player will take a run-up beforehand. This delay before the ball is delivered back into play enables you to run a player into position to receive the pass.

Although it can be used all over the pitch, the long throw is most dangerous deep in your opponent's half. If you have a player with the Long Throw star – it's a fairly common special ability for full-backs – you can use him to launch the ball further into your opponent's 18-yard box than usual.

"LEAD" THROW-IN

⊕ + △

If the player you intend to throw to is being closely marked by an opponent, this can be a very sneaky way to get a head-start the moment the ball is returned to open play. Rather than delivering the ball to his teammate's feet, the thrower will instead play it ahead of him in the direction of the opposing team's goal. Such throws are generally most effective when your player is stood directly in front of the thrower.

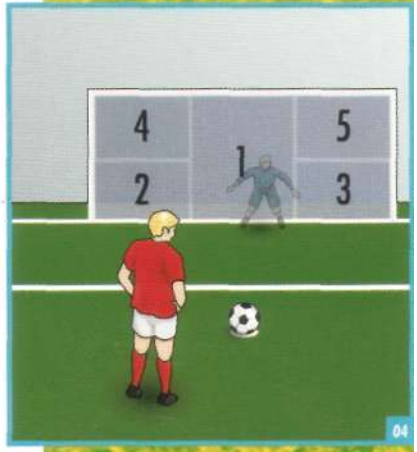
PENALTY KICKS

Control kicker: ⊕ + □
Control goalkeeper: ⊕

As we illustrate in Diagram 3, penalty kicks can be played in one of six directions. The actual length of the button press is irrelevant: holding ⊕ or □ has no impact on either the accuracy of the kick or its destination. Low shots aimed at positions 1, 2 and 3 across the bottom of the goal are the most accurate, and are least likely to go wide. However, they are also the easiest shots for a goalkeeper to save. Shots aimed at positions 4, 5 and 6, however, are very hard for keepers to stop, but the odds of the ball flying over the bar or going wide are significantly higher. A player with the Penalties star, though, will enjoy a higher probability of success when aiming for these areas.

As a rule, it's better to aim for positions 1, 3, 4, 5 and 6, because a ball played toward the low centre is more likely to hit the trailing legs of a diving keeper. Against human opponents, though, shots struck toward both central areas (positions 2 and 5 on Diagram 3) have an even lower chance of success. Why? Because while CPU goalkeepers will always make a decision, human players are inclined to occasionally forget or miss the opportunity to press ⊕ to make their keeper dive.

You can instruct a goalkeeper to dive in one of five directions (Diagram 4). We suggest that you opt to stay in position 1 or dive for areas 2 and 3, as you have much less chance of saving shots made to positions 5 and 6. A keeper with the Penalty Stopper star will be better at saving shots aimed above or behind him with a trailing boot or outstretched glove.



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CHALLENGE TRAINING EXERCISE 5: FREE KICK – SHOOT

Task: Achieve a record score on all five difficulty levels

Overview: The Free Kick option in the Free Training mode provides a more realistic test of your prowess in scoring from dead-ball situations, but only this Challenge Training exercise (Fig. 6) will enable you to accurately measure your rate of improvement. With the target shrinking on higher difficulty levels and appearing in positions that are more awkward to reach – particularly when a defensive wall is added — this can be a stern test of your consistency. Only the best Pro Evo set-piece specialists will be able to hit the target regularly.

Tips: It's very difficult to offer useful tips for the Shoot and Long Pass challenges: there's no quick and easy way to beat them. It may not be what you want to hear if you're tearing your hair out with frustration while plugging away at a tough five-star challenge, but practice really *does* make perfect...

CHALLENGE TRAINING EXERCISE 6: FREE KICK – LONG PASS

Task: Achieve a record score on all five difficulty levels

Overview: This Challenge Training exercise demonstrates the difficulty of playing long passes that travel in a very specific direction, but handily offers a situation where it's much easier to judge their relative success (Fig. 7). It may not present you with realistic scenarios – how many matches feature brightly coloured targets in the sky for you to hit? – but it can quickly improve your "feel" for different long pass strengths and directions. For it to be most useful, you should use a set-piece specialist from a team that you frequently play as. There's little point in practicing with Beckham or Juninho, then playing matches with someone who has much lower Free Kick Accuracy, Long Pass Accuracy and Curling skills: the difference in ability means that the approximate power and aim will differ.

Tips: If at first you don't succeed...

ADVANCED MOVES & TRICKS

A quick fact about the moves in this section: you don't need a single one. Seriously. Every entry in this selection of crowd-pleasing feints, flicks, tricks and functions is entirely disposable. Indeed, the vast majority of players with a proclivity for showboating with these skills will actually do their all-round performance more harm than good. When a simple pass to a nearby teammate will suffice, attempting a complex trick or manoeuvre is a risk you needn't take.

Of course, PES5 is *much* more fun if you **do** use them...

QUICK TURN

⊕ at a 45-degree angle to your current direction

When your player is moving at the basic dribbling pace and a member of the opposing team is approaching him head-on, you can perform this specific (and context-sensitive) type of sudden turn by pressing ⊕ at a 45 degree angle to your current direction of movement just before a tackle takes place (Fig. 1). High Dribble Accuracy and Agility will, of course, improve the likelihood of this being successful.

BACKHEEL TURN

R1 and opposite direction on ⊕ while stationary, walking or dribbling

One of the easiest "skill" moves to perform, this trick makes your player hook the ball in the opposite direction with the back of one foot as he makes a 180-degree turn. As the ball is hit much further than usual, the backheel turn is great for gaining the half-yard required to put in a cross on either touchline, or to escape a persistent marker anywhere on the pitch. If you have your back to goal in your opponent's half, it can also be effective to use this to turn and power up an immediate shot. This move only works when your player is either stationary or moving at (or below) the standard dribbling pace.

LEAVE BALL/JUMP BALL

As the ball approaches a player, release ⊕, then press R1 before the player receives it

This simple trick instructs a player to let the ball pass through his legs if he's stationary (Fig. 2), or to hop over the ball if he's moving. This is obviously more useful if there's a player behind him that can immediately collect the ball, but it's occasionally a great way to wrong-foot a defender – you can allow the ball to pass, then quickly turn and run to collect it.

PUSH BALL FORWARD FOR SHOT

Bring player to a halt, then hold L1 + R1

As Seabass explains earlier in this chapter, pushing the ball ahead enables players with the Middle Shooting star (and, occasionally, players that don't have it) to make powerful, accurate shots from long range. As CPU opponents tend to hound you constantly, this is generally more effective in matches against human opposition – the pace of games tends to be slower, with (as a rule) less unremitting pressure.

JUMP TACKLE

R2 to attempt to jump a sliding tackle

Though it can be used at any time, this move is a veritable godsend against human opponents who have a propensity for using professional fouls to prevent scoring opportunities. If it's late in the match and you have a chance to equalise or win the game with an almost clear run on goal, you can use R2 to jump any attempt to crudely hack your player to the ground. Of course, you need to consider your opponent's angle of approach before you jump – in some instances, you might simply give him a clear attempt at the ball...

DRAG-BACK

Hold R2 + press ⊕ 180 degrees away from the direction that your player is facing

Only possible when the ball is stationary, or a player is sidestepping (although this is much more difficult to perform), the drag-back not only looks good, it can be a an incredibly satisfying way to dodge an incoming tackle. The only problem is the move's relative unreliability: unless you time the button press perfectly, your player will simply turn, or begin sidestepping in a new direction.

MARSEILLE ROULETTE

Rotate R left or right by 180 degrees

A favourite of many PES players, the Marseille Roulette is a striking way of passing an onrushing defender if your player has sufficient Technique. At lower levels, though, the player becomes increasingly likely to leave the ball behind, or clumsily kick it too far (or even in the wrong direction).

The direction of the turn corresponds with your input on R: a clockwise turn for a clockwise move, and vice versa. You should also note that a player's direction at the end of a successful spin is 45 degrees short of a full 360-degree turn. Therefore, moving from left to right, a player will end the move facing a diagonal direction to his left for a clockwise spin, diagonally right for anticlockwise. You may find that it helps to start with R in an upward position and move down from there. If you start this move with R pointing downward, there's a chance that you might accidentally chip the ball instead.

CHIP BALL

R down, then R up

When a player is dribbling, performing this trick will make him gently chip the ball a short distance. If he is sufficiently skilled, you can run him towards it and perform a half-volley. If your player is walking (the natural slowing-down that occurs when you release ⊕) or stationary, the chip will be far higher. This type in particular can be used to set up some spectacular volleys (Fig. 3).

If you're feeling extremely ambitious, there are a few other applications for this trick. The most obvious is using it from a stationary position to chip the ball over an opposing player's head before running around him (if he's on a collision course, Super Cancel might be handy here). You could also use it to lift the ball over a goalkeeper as he goes to ground, or to foil an incoming sliding tackle.

DROP SHOULDER & TWO-FOOT FEINT

Drop-shoulder: Dribbling from left to right, ⊕ ↗, ⊕ ↘, ⊕ →, or ⊕ ↘, ⊕ ↗, ⊕ → before player touches ball

Two-foot feint: Dribbling from left to right, ⊕ ↗ then ⊕ →, or ⊕ ↘ then ⊕ → before player touches ball

You may be wondering why we have grouped these two moves together, so we'll explain. This is a little complicated, so pay attention. The basic drop-shoulder move – where a player shapes as if to turn one way but actually moves in another – can be performed by some players in one direction, while certain players (Nedved is an example) can perform it in *both* directions. Some players, however, have the two-foot feint ability – where a player taps the ball one way as if to turn, then immediately controls it with the other to maintain the current direction of movement – which replaces the drop-shoulder in one direction only.

Confused? Don't be. Spend ten minutes practicing with the best dribblers in your favourite team, and you'll soon understand which players can perform which move. The basic drop-shoulder move looks great, but is probably too difficult for most players to perform in a match situation. The two-foot fake is far easier to implement, but not every player has it: don't try it unless you're sure that it will work.

For those struggling to perform these moves, here's a more detailed explanation of how to initiate them:

Drop shoulder: With the ball ahead of your player while dribbling, quickly press ⊕ in a 45 degree diagonal left of your direction of movement, then ⊕ in a 45 degree diagonal right of the direction faced, then return ⊕ to its original position before the player touches the ball. Depending on the player, this may also *or instead* work with the left and right directions reversed in order.

Two-foot feint: As a player knocks the ball ahead while dribbling, quickly press ⊕ in a 45 degree diagonal in the direction closest to your player's dominant foot, then return ⊕ to its original position before he touches the ball.

STATIONARY FEINT

When both player and ball are stationary, press ⊕ x2 at a right angle to the direction that the player is facing

With the ball in a fixed position at your player's feet, double-tapping ⊕ at a right-angle to his current direction will make him feint as if to move before returning to a standing position (Fig. 4). This won't fool anyone – all *good* PES5 players know to keep their eye on the ball when seeking to regain possession – but it can be an amusing way to infuriate human opponents if you have the time to perform it. Don't even think about trying this move against the CPU: AI-controlled teams don't stand on ceremony, and will simply steal the ball from your feet. Incidentally, those who prefer to use the left analog stick should use the directional pad to perform this trick.

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TRAINING EXERCISE 8

STEP-OVER

L1 x2 or R x2 in direction of movement for long step-over sequence
R2 x2 or R x2 in opposite direction to movement for quick step-over

A long-term PES trick, and one that certain players never tire of, the step-over is a (fairly rudimentary) appearance trick that can be used prior to a sudden turn, or just for the sheer fun of it (Fig. 5). The best way to use it is to conceal the start of a sprint. Initiate either type of step-over, then immediate press R1 to make your player kick the ball far ahead at the end of the trick. This is very effective for escaping a marker in order to make a cross while on either touchline.

KICK FEINT

R x2 at a right-angle to your current direction of movement
□, then ⊗ when the shoot gauge appears
○, then ⊗ when the long pass gauge appears

With kick feints, a player shapes as if to shoot, but instead turns by approximately 45 degrees. Not merely a convenient method of aborting a kick, it's a tried-and-tested way to get past opposing players. Kick feints performed with R make a player turn in an easy to predict direction. Running horizontally toward either goal, R ↑ will make your player turn left, and R ↓ will make him turn right. With long passes (including Manual Long Passes) and shots cancelled with ⊗, your player will turn in the direction closest to that specified as you charged up the shot or pass. You can chain as many ⊗ kick feints together as you like, and you can even use them as a first touch when a player receives a pass.

SPECIAL CURLING CHIP SHOT

Running parallel to the goal, hold L1 and shoot with □

IMPORTANT NOTE: *This move is hard-coded* and can be performed by a very limited number of players. These include, but are not limited to, Del Piero (Juventus), Rooney (England & Man Red), Henry (France & Arsenal), Pires (France & Arsenal) and Cassano (Italy & A.S. Roma).

When one of the select group of players that can perform this move are running parallel to the goal – that is, up or down the screen – with their dominant foot furthest away, they can perform an amazing precision strike where they use the instep of their boot to apply incredible curve and dip to a deftly chipped shot on goal (Fig. 6). Most effective from just outside the penalty area with the keeper slightly off his line, there aren't generally many opportunities to use this move. When they do arrive and, moreover, end in success, even *the most taciturn Pro Evo acolyte will be seized by the* urge to dance a happy jig by way of celebration. As a footnote, while it generally only works with a player's stronger foot, Del Piero can perform it with either boot.

FLIP-FLAP

L1 or R2 x3

IMPORTANT NOTE: This move is hard-coded and can be performed by a very limited number of players. These include, but are not limited to, Ronaldinho (Brazil & F.C. Barcelona), Ronaldo (Brazil & R. Madrid), C. Ronaldo (Portugal & Man Red) and, dispelling any growing suspicion you may have that it is exclusive to players that have "Ronald" in their name, Ibrahimovic (Sweden & Juventus) and Wilhelmsson (Sweden).

This quite spectacular feat of fluid footwork involves a (in this example, right-footed) player beginning to play the ball away to the right as if to turn that way, only to instantaneously hook the ball back over to the left and move in that direction instead. As this is such a demanding piece of skill, even the small group of individuals that have *the ability to perform it can't do so 100% accuracy. You* can make a clean transition from either type of stepover into an immediate flip-flap move by tapping L1 or R2 before the initial move sequence ends.

FLICK BALL OVER HEAD & TURN

With your player directly facing an incoming ball that arrives at between knee and chest height, press ✥ 180 degrees away from the current direction he is facing

This context-sensitive piece of skill is extremely hard to judge. As the ball arrives, it enables the quick-witted (or lucky) to make a player immediately flick the ball over his head and turn. If you're close enough to goal, you could conceivably follow this with a shot; if you have great reactions, it's even possible to send the ball *back the way it came. For all but a paltry number of* PES5 experts, however, this trick will be an occasional moment of fortuitous eye-candy and little more.

KNOCK & RUN

Hold R1 + R2 while dribbling, then treble-tap L1 before the player touches the ball

One to attempt during very, *very* special occasions only – like if you're trouncing a close friend by a five-goal margin – this move is phenomenally difficult to execute properly. The concept is sound: when you perform the above button sequence, your player will tap the ball ahead, then run in a slight arc either side of it, intercepting it a moment later. Put an opposition player in the middle of this little scenario – especially a goalkeeper – and you have a trick that will engender purrs of appreciation from all present. Problematically, though, both pass and player are very close together, so it's not much use unless your opponent is directly in front of you. Furthermore, the timing of the L1 presses is critical: there's really no margin for error. But it's fabulous when it works...

05

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CHALLENGE TRAINING EXERCISE 7: DRIBBLING

Task: Achieve a record score on all difficulty levels, then beat a time of 16 seconds on the final challenge.

Overview: There is no quicker way to hone your close-quarters dribbling skills than by playing these challenges (Fig. 7). Though the first three difficulty levels aren't particularly demanding, the final two feature courses of greater complexity and, within specific yellow boundaries, a central defender that will do his utmost to steal the ball. You need to get past these *immediately* in order to secure record times. This means that you should either use a sidestep, a quick turn or a kick dummy to skip past them quickly. We found that the Marseilles Roulette can be particularly effective, too.

Tips: Most players will need to practice the last two courses a number of times before they even get close to securing a record score. On the four-star challenge, we found that if you judge your angle of approach correctly, you can run into the yellow area and pass the defender by knocking the ball further ahead with a simple R1 + R2 turn. On the five-star difficulty level, your opponent is far harder to pass. The quickest way to get by him is to use a Marseilles Roulette, sidestep or last-minute quick turn, but you'll need to get back up to full speed straight away to escape...

CHALLENGE TRAINING EXERCISE 8: ATTACK

Task: Achieve a record score on the first four difficulty levels, then beat all ten defenders and put the goal in the net on the last challenge for a final score of 2100 or higher.

Overview: Challenges one to four are good shooting practice, but won't trouble you for very long (Fig. 8). The fifth, however, is only rivalled by the five-star Possession challenge in terms of difficulty. As infuriating as it may be to beat, it's a great way to practice the execution of tricks on a one-on-one basis. If your player is brought down, the challenge ends immediately...

Tips: As outmanoeuvring ten consecutive defenders (and very accomplished ball-winners at that) is a tall order for *any* PES player, the easiest way to succeed is to use the format of the challenge to your advantage. When you beat a defender, the next man will run onto the pitch from the bottom touchline. Pass the first player with a quick turn, sidestep or kick feint, then turn and sprint diagonally toward the lower section of the halfway line. You can get by the second man quickly by using R1 plus R2 to knock the ball to his left (it may take a few attempts to perfect the timing here). As you should now be close to the bottom touchline where the defenders are stationed, your next opponent will confront you immediately. Pass him with a sidestep, then run and take up a position below your opponent's 18-yard box, around five or six yards away from the touchline. From here, you only need use one move: the backheel turn. Each defender will always approach from "above" your position, and must first move goalside of you before you can beat him. Perform the backheel turn just before the next opponent reaches you, bring your player to a halt by releasing ✣ and tapping R1, and then repeat the turn a second time to eliminate him. You should perform this procedure for all remaining defenders, which leaves you with the unenviable task of beating the goalkeeper. With such pressure to score, this can be the hardest part of all. Be warned: as the number of players beaten increases, each successive player will become more aggressive, and will fly in feet-first with near-indiscriminate slide tackles. Fortunately, your position on the touchline and their angle of approach means that most of these will miss you.

MANUAL STRATEGY

For more information on available strategies and the Attack/Defence level, consult the Team Management chapter from page 49 onward.

ACTIVATE/DEACTIVATE MANUAL STRATEGY

Hold L2, then press ○, ×, □ or △

PES5 newcomers will find that implementing strategies (Fig. 1) when the ball is out of play is less of a distraction, and therefore easier. Don't allow this to become a habit, though: many of the tactical instructions are generally more effective when quickly implemented *during* open play.

ACTIVATE/DEACTIVATE SEMI-AUTO STRATEGY

L2

If you are using the Semi-Auto strategy system, press L2 to activate or deactivate your specified manual strategy.

INCREASE ATTACK/DEFENCE LEVEL

Hold L2, then press R1 to increase, R2 to decrease

Use these controls to adjust your Attack/Defence level. Set to Normal (automatic) by default, we suggest you switch to using the Manual setting as soon as possible. This requires a little extra work on your part, but it enables precise control over your team's behaviour. If you're pressing for an equaliser towards the end of a match, it can be very frustrating to note that the CPU has reduced the meter to blue...

FIXED CURSOR CONTROLS

If you set the player cursor to "Fix" on the Player Settings screen, you can play as a single individual in your chosen team. This can be a hugely entertaining alternative to "normal" PES5 matches. While you can choose any outfield player you like, this is obviously more fun if you take the role of a midfield general or playmaker (such as Zidane, Gerrard or Pirlo) or a star striker (such as Raúl, Henry or Makaay), where you have greater licence to roam the pitch without leaving a gaping hole in the team's formation. It's also important that you opt for a player with a high Stamina rating, and moderate your use of R1. If you are perpetually running from box to box, you will find that even the most energetic player will be exhausted well before the end of the match.

There are two controls that are exclusive to this game mode.

REQUEST PASS

R2

Press R2 to request a pass when you are within range of a teammate. If you're further away and want to "force" a member of your team to kick the ball to you – for example, if you're in acres of space with a clear run on goal – holding the button down for longer will increase the likelihood of a pass being played in your direction.

DIRECT CAMERA ("PLAYER" CAMERA ONLY)

L1 + ✥

If you are using the unlockable "Player" camera mode (bought from the PES Shop – see page 193 for details) and are playing with a fixed cursor, you can use it to gain greater control over the game camera during open play – but only when not in possession of the ball. Usually, the camera rotates to face the ball at all times. If you hold down L1 while moving with ✥, though, the camera will instead rotate to face your player's current direction of movement.

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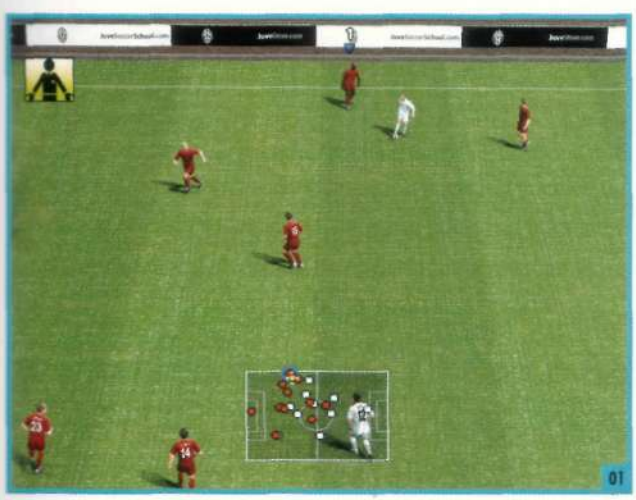
REFEREES & MATCH EVENTS

There are a few new features and game rule changes in PES5 that influence the behaviour of match officials.

ADVANTAGE RULE

Referees are now more likely to "play the advantage" after a minor foul, or when the affected team is in a good attacking position. As you will soon notice, a yellow icon appears in the top half of the screen (Fig. 1) to indicate when the match official opts to use the advantage rule. As a defending team, you should remember that the referee will stop play if one of your players collects the ball or tackles an opponent while the icon remains onscreen. It's often better to stand off, marking an opponent closely but waiting until the period of advantage ends before you commit to a tackle. This is especially important when you are defending deep inside your own half, and you know for a fact that your opponent has an accomplished dead-ball specialist. As an attacking team, it's interesting to note that a referee will sometimes call play back and award a free kick if one of your players is caught offside while an advantage is active.

Match officials in PES5 will now occasionally award yellow cards for fouls when play next stops after an advantage has been given to the attacking team. If you make a late sliding tackle on an opponent who has already passed the ball, don't be surprised if the referee issues a caution at a later point. To refresh your memory, the actual incident will be briefly replayed before play is resumed.



OFFSIDE LAW

PES5 implements FIFA's new adaptation of the offside law, with the flag being raised only when a player that is (or has been) offside in the current "phase of play" touches the ball or tackles an opponent. The referee will stop play if an offside player:

- Interferes with play (touches the ball, makes a shot)
- Interferes with an opponent (tackles or otherwise impedes an opponent's movement)
- Gains an advantage (collects the a ball that rebounds from a defender, goalkeeper or the frame of the goal)

A "phase of play" ends when the ball is cleared by the defending team, or as the attacking team plays subsequent passes once the offside player has returned to an onside position.

You should, obviously, be referring to your radar frequently to minimise offsides, but the above rules mean that quick-witted PES5 players will be able to switch control to a nearby player who was onside as the pass was played instead.

INJURIES

Another new addition to the Pro Evo series, players can now (albeit very occasionally) suffer injuries and stay prone during open play. A green icon will appear to inform you of this fact. Football etiquette traditionally dictates that either side should kick the ball into touch to allow the stricken player to receive treatment, but this entirely at your discretion: you're not actually *obliged* to do so, no matter how much a human opponent might protest to the contrary. If the ball remains in play, the referee will eventually blow his whistle to bring proceedings to a halt. Play will be resumed with a simple drop-ball kick.

Injuries in PES5 are not randomly determined: they are calculated in accordance with its realtime physics engine, with the speed and strength of the impact taken into account. Occasionally, minor injuries will be discovered well after the tackle that caused them. You should always aim to substitute these players immediately.

RECOMMENDED FORMATIONS

The following formations are those we generally find to be the most effective. Choosing the right one is always a challenge; you should consider both the players at your disposal, and the tactics used by your opponent. There's also the question of your personal ability. If you are new to the Pro Evolution Soccer series, a predictable 4-4-2 or a defensively solid 3-5-2 will be your best bet. More experienced players, however, should look to experiment with formations such as the 3-4-3 or a customised 4-5-1 as soon as possible.

info + info + info + info + info

Style of Play: Suitable for a balanced passing game, with no specific emphasis on attack or defence.

Key Strength: It's a solid, highly familiar formation.

Key Weakness: Highly vulnerable to counter-attacks from teams that use wingers when its full-backs push forward.

4-4-2 "A-1"

CB: If your full-backs are the attacking type, you will frequently be left short-handed at the back. In one-on-one situations, it's generally better to have your centre-backs stand off to hold up an opposing winger or striker until your team can drop back. Don't dive in with rash challenges!

RB, LB: Although very useful when they make overlapping runs, it's generally better to instruct your full-backs to remain in a defensive position – especially when playing against teams with a three-man attack. If your opponent uses wingers, consider assigning your full-backs to man-marking duties.

RMF, LMF: Their primary role is to supply your strikers with crosses, but your side midfielders will also drop back to support your full-backs. If you prefer, you can move them back slightly to create a midfield diamond. This will make the formation defensively stronger, but they will be less likely to adopt more advanced positions on either touchline.

DMF: In this formation, we recommend that you don't instruct your defensive midfielder to make forward runs: he's far more important in his role as a tenacious tackler who shields his centre-backs. You should use him to slow or halt attacks in any way possible – including intentional fouls.

AMF: This player should have solid dribbling and passing ability; ideally, he'll also have the Playmaker or Passing star. This player is the hub of your attack. You should use him to feed the ball to either side midfielder, and to play through-balls for your front two.

CF: Generally, it's good practice to have a partnership of a fast striker (to exploit through-balls and run at defenders during counter-attacks) and a tall target man (who you can supply with crosses or aim for during set-pieces). Use them to drag central defenders out of position by making runs toward either touchline: this creates space for your AMF to exploit.

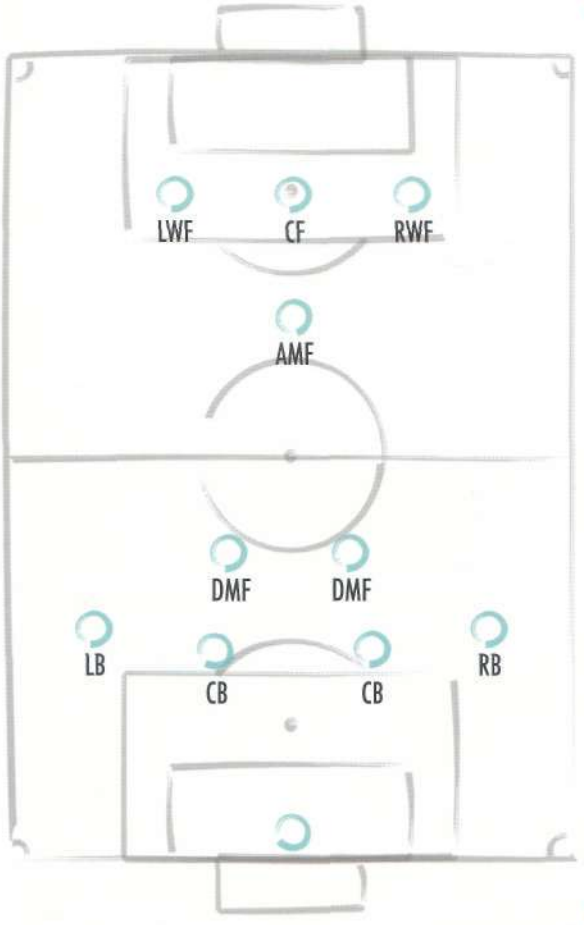
4-3-3 "B-1"

info + info + info + info + info

Style of Play: Suitable for a fast and direct counter-attacking game.

Key Strength: With your two wingers and strikers instructed to stay forward, you can counter-attack with blinding speed.

Key Weakness: Teams with four or five men across the centre of the park can overwhelm you in midfield; it can also be ineffective if your opponent favours a very defensive style of play.



CB: As is the case with all four-man defensive lines, don't dive in with your centre-backs if your team is caught on the break. Instead, try to slow your opponent's advance.

RB, LB: With two defensive midfielders offering a certain amount of cover, your full backs are free to move forward to provide width in the centre of the park.

DMF: The two defensive midfielders form a solid barrier in front of your centre-backs. They will each move to protect your flanks (or support their respective full-backs), and will – as a partnership – severely limit the creative freedom of an opposing attacking midfielder. Ideally, they will have excellent passing ability, which will enable you to supply your wingers with long passes or through-balls over long distances.

AMF: With so little support in his area of the park, your attacking midfielder should have excellent dribbling skills in addition to solid passing ability. It helps if he is also composed in front of goal: he will often make forward runs into the box to support your lone centre-forward.

RWF, LWF: Great pace and excellent Long Pass Accuracy and Long Pass Speed stats are the two most important attributes for wingers in this formation, although dribbling ability is also desirable – especially if they are being man-marked by full-backs. If your chosen team lacks players of this ilk, this is not a formation that will work for you. Your wingers should be instructed to stay forward at all times.

CF: Your choice of front man is critical. You need a tall, reasonably fast striker with – and this is a requisite – excellent aerial ability. The 1-Touch Pass, Positioning, Reaction and Lines stars will also be of great benefit. Again, this formation will be much less effective if your chosen side lacks a player in this mould.

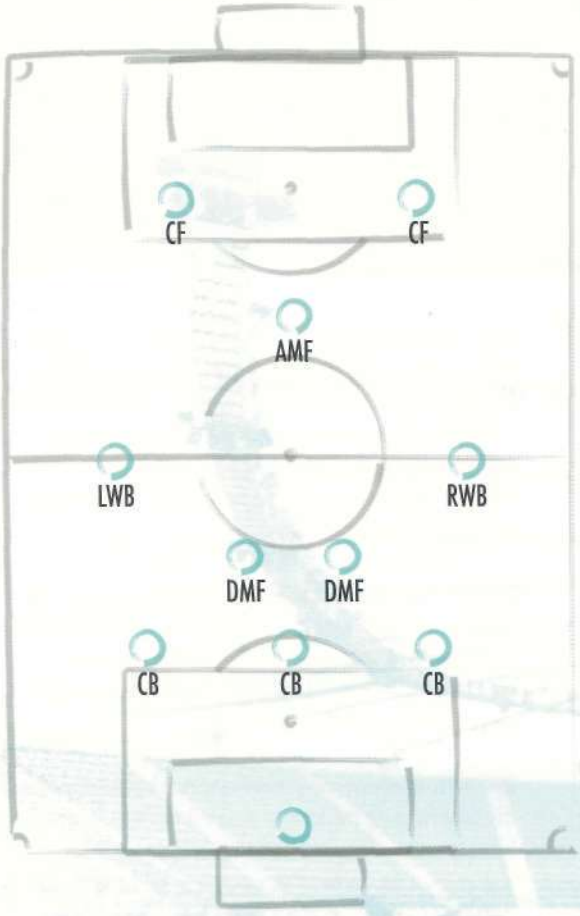
3-5-2 "B-1"

info + info + info + info + info

Style of Play: Suitable for a balanced passing game, with a slight emphasis on defence.

Key Strength: The packed midfield makes the 3-5-2 "B-1" very hard to play against.

Key Weakness: Your team can be a little slow getting forward; you need to hold the ball up to give players time to join the attack.



CB: Many PES experts have long opined that a three-man defence is more reliable and less easy to split with through-balls than a back four. The centremost man should be your defender with the best aerial ability, with pace being a slightly more important attribute for the centre-backs either side of him. These two act as full-backs when required, and should be used to intercept players running along their respective touchlines.

RWB, LWB: Although designated as wing-backs by default, there's no reason why you can't fill these two positions with side midfielders and change their roles via the Individual menu at the Formation Settings screen. As they are required to cover an enormous amount of ground along the touchlines, supporting both attack and defence, a high Stamina attribute is absolutely essential.

DMF: A danger when playing against teams that use wingers is that your back line can become very stretched. One way to prevent this is to use your defensive midfielders to intercept wingers and side midfielders whenever possible. With the centre of your formation being so difficult to penetrate, you will find that most opponents will spend more time channelling their play along either touchline.

AMF: Your attacking midfielder plays a pivotal role in your side, and will be at the heart of almost every attack. Use him to thread accurate passes and through-balls for your strikers and – if you have space and he has the requisite abilities – to take occasional pot-shots from range.

CF: As you cannot rely on your wing-backs to get forward quickly for every attack, your centre-forwards should also double as wingers on occasion. Run them out towards either touchline, then supply your other forward – and, more often than not, the onrushing attacking midfielder – with a cross, or feed it to a wing-back to make the final pass.

It's worth mentioning that Seabass told us that the 3-5-2 is his favourite formation. His PES5 Master League dream team – "It's not based on stats, just my personal preference" – is as follows: Lehmann in goal, Salgado, Terry and Maldini in defence, Stankovic, Lampard, Makelele, Camoranesi and Zidane across the middle of the park, Drogba and Crespo up front, and Van Persie, Henry and Andy Johnson as subs. Despite the slight Chelsea bias in this selection, he's actually an Inter supporter...

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- 4-3-3 "B-1"
- 3-5-2 "B-1"
- 3-4-3 "A-1"
- 3-4-3 "B-1"
- 4-5-1 "B-1"

3-4-3 "A-1"

info + info + info + info + info

Style of Play: A high-tempo passing game with quick counter-attacks.

Key Strength: Due to its shape, you can cut opposing teams apart with angled passes.

Key Weakness: With only one defensive midfielder, this formation is vulnerable to counter-attacks; it can also be less effective if your opponent strings five men across midfield.

CB: The advice offered for the 3-5-2 "B-1" is just as relevant here, but the fact that you only have one defensive midfielder means that your back line enjoys much less protection. The left and right central defenders will be called into action on the flanks far more often.

RWB, LWB: These can be changed to side midfielders if you wish, and doing so is actually very beneficial: players with higher passing ability are better equipped to supply the wingers in front of them with accurate through-balls.

DMF: There's a great deal of pressure on your defensive midfielder in this formation, so be sure to pick the right man for the job. He should have boundless energy, great tackling skills and, as he protects the back line across the entire width of the park, good Top Speed and Acceleration stats. As a rule, he should be set to the highest defence level, and should not be instructed to make forward runs.

AMF: With your strength on either touchline dragging defensive midfielders and defenders wide, your attacking midfielder can sometimes enjoy more space than those in other formations. This means that long-range shooting skills are vital. As he must also drop back to support the DMF, the man you choose should be a real box-to-box player.

RWF, LWF: With service from the wing-backs (or side midfielders) behind them, your wingers are the danger men of your team: they will create by far the greatest number of goalscoring opportunities. Use the Counter-Attack manual strategy to instruct them to stay in very advanced positions.

CF: Your centre forward should be great in the air and reasonably fleet-footed on the ground. The 1-Touch Pass, Positioning, Reaction and Lines stars will also make him more efficient in this role.

3-4-3 "B-1"

info + info + info + info + info

Style of Play: Drawing opponents forward, then springing sudden counter-attacks.

Key Strength: It's a defensively excellent formation that, with practice, is still potent in attack.

Key Weakness: If you can't bring your wingers into play with accurate long passes and through-balls, it seriously lacks bite.

CB: As the only discernible difference between this formation and the 3-4-3 "A-1" is that the AMF is moved to a DMF role, it's understandable that some might initially think that it's very similar. It's not – and the one area where that is most palpable is in defence. Your two centre-backs will enjoy a degree of cover from the two defensive midfielders that only, of these selected formations, the 3-5-2 "B-1" can rival.

RWB, LWB: These two players should sit either side of the defensive midfielders with their defence level set to maximum, forming a strong barrier in front of your back line. As is the case with the 3-4-3 "A-1", you will often be looking to your wing-backs to supply the wingers ahead of them with killer through-balls, so good passing skills are essential.

DMF: As with both wing-backs, set your defensive midfielders to the maximum defence level. With this formation, the idea is to entice the opposing team forward, giving its players space to advance into your half before counter-attacking. Your defensive midfielders play a decisive role in this strategy, cutting off the supply line between your opponent's midfield and attack.

RWF, LWF: Your wingers should be set to the minimum defence level and, with the Counter-Attack manual strategy, instructed set to stay forward at all times. Whenever you regain possession, you should look to pass the ball to them as quickly as possible. Pace, dribbling skills and passing ability are all mandatory.

CF: As he doesn't have an attacking midfielder to support him, your centre-forward in this formation must be a world-class front man: a Shevchenko, an Ibrahimovic, an Adriano or a Van Nistelrooy. This is critical: without such a player, this formation will be very weak in attack. As with both wingers, he should be excused from defensive responsibilities.

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- BASIC DRIBBLING
- PASSING
- CROSSING
- OFF-THE-BALL MOVEMENT
- SHOOTING
- SET PIECES
- TRICKS
- MANUAL STRATEGY
- FIXED CURSOR CONTROLS
- REFEREES & MATCH EVENTS
- FORMATIONS
- 4-4-2 "A-1"
- 4-3-3 "B-1"
- 3-5-2 "B-1"
- 3-4-3 "A-1"
- 3-4-3 "B-1"
- 4-5-1 "B-1"

4-5-1 "B-1"

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Style of Play: It varies – the strength of this formation is its flexibility when used with changes implemented as manual strategies. Used "as is", though, it's rather defensive.

Key Strength: With a couple of minor alterations, this formation can become an attacking 4-3-3 or a very defensive 4-4-1-1. This guide assumes that you will create both and use them as manual strategies. Refer to the diagram notes for instructions on each position.

Key Weakness: Unless you use a manual strategy to change the side midfielders to wingers in attack, the lone front man will struggle to make his presence felt.

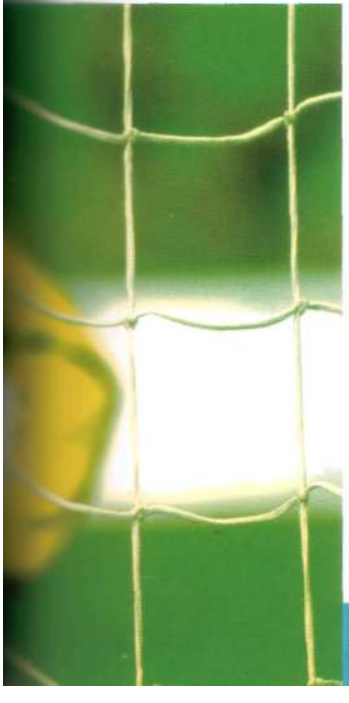
CB: With two defensive midfielders in front of them, your centre-backs are well protected. They should stay in the same position for all three formations.

RB, LB: In the 4-4-1-1 formation, your full-backs should be set to the maximum defensive level. On the basic 4-5-1, you should instruct them to make overlapping runs. With the 4-3-3, it's very much a case of personal preference – if you want to prepare for counter-attacks, keep them in defence.

DMF: Your defensive midfielders should remain in this position for all three formations. For the 4-4-1-1, you should set them to the maximum defensive level.

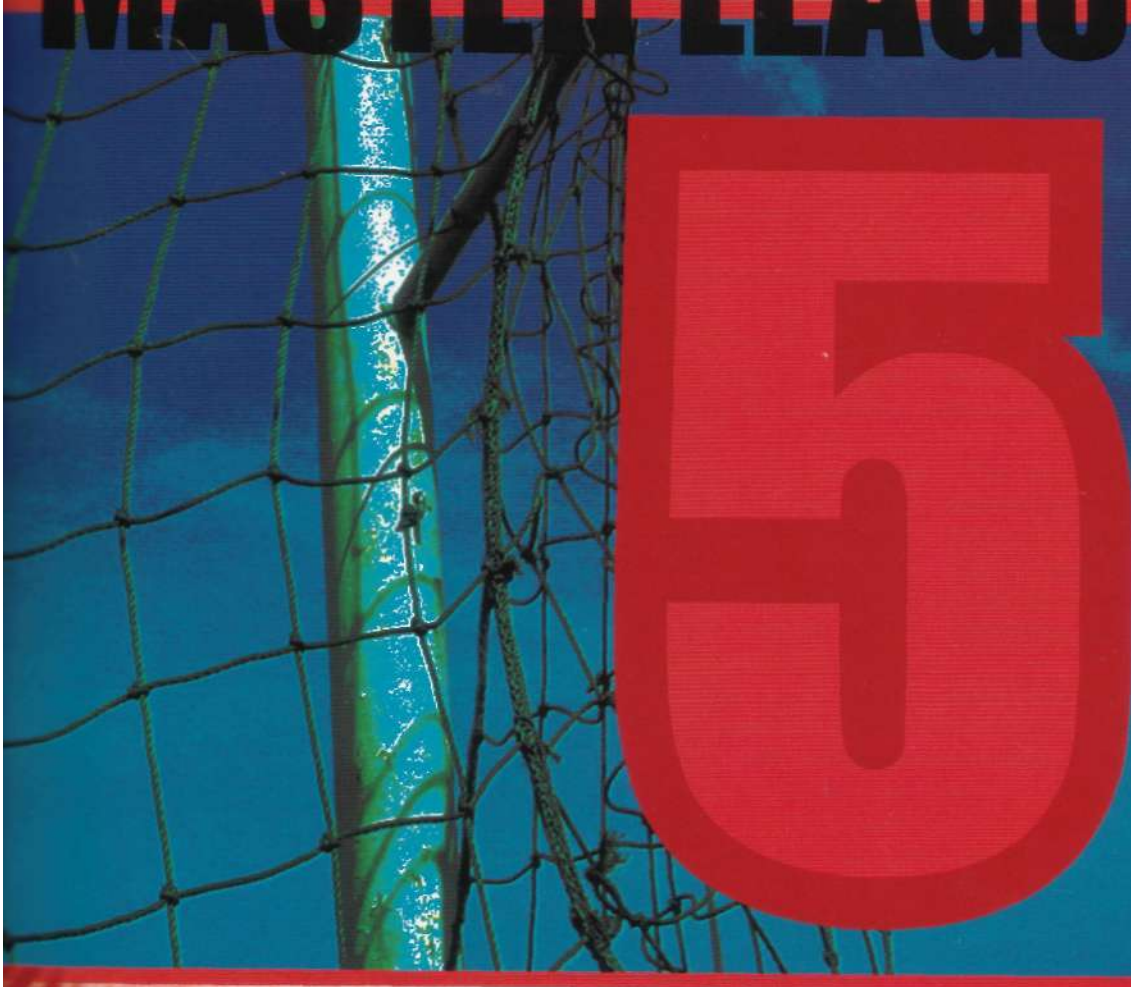
RMF, LMF: The key to this formation is having accomplished wingers who can also play as side midfielders. Use the Formation → Strategy menu (see page 49) to create two alternative systems to use as manual strategies: one with both these players as wingers either side of your centre-forward, and another with them much further back, beside your defensive midfielders. This gives you an outstanding level of tactical freedom. If your opponent is the attacking type, use the 4-3-3 to launch quick counter-attacks. If he switches to a more defensive style of play, use the basic 4-5-1 to give yourself more options in midfield. Finally, if you're defending a lead late in a match, the 4-4-1-1 will make it incredibly difficult for your opponent to build passing moves in your half.

AMF: In both the 4-5-1 and 4-3-3 strategies, this is your playmaker. In the 4-4-1-1, he should be set to the maximum defence level, dropping back to support your defensive midfielders.



CF: Need we tell you that you need an excellent centre-forward to get the most out of this formation? When you create your 4-4-1-1, this is the only player who should not be set to the maximum defence level. As you clear the ball from your own half, use him to harass opposing defenders.

MASTER LEAGUE



Pro Evolution Soccer 5's primary single-player mode, the Master League, is an enormous, feature-packed, long-lasting challenge that will consume your spare time in a way that few videogames could ever aspire to. With transfers, player development and squad management to attend to in addition to your on-pitch endeavours, it's also far more complex than PES5's other play modes.

MASTER LEAGUE BASICS

Before we begin, it's worth taking the time to introduce a collection of key Master League features that aren't present in other play modes. Experienced PES players can, if they wish, skip this section and head straight to page 114.

THE P SYSTEM

In the Master League mode, scoring goals, winning or drawing games, player awards and success in competitions are all means of earning of P, an in-game currency used to pay team wages and purchase new squad members. You can find a list of all the ways that you can acquire P on page 124.

PLAYER WAGES

What do Santa Claus, the Easter Bunny and the footballer that plays for his impoverished club *gratis* for the good of his beloved fans have in common? The answer, of course, is that they don't exist. In Master League mode you must pay every player a yearly wage, with salaries for your entire squad leaving your account in a lump sum at the end of each season. If you have insufficient funds at that time, your game will end immediately. This is why it's critical that you always consider your budget for the season ahead.

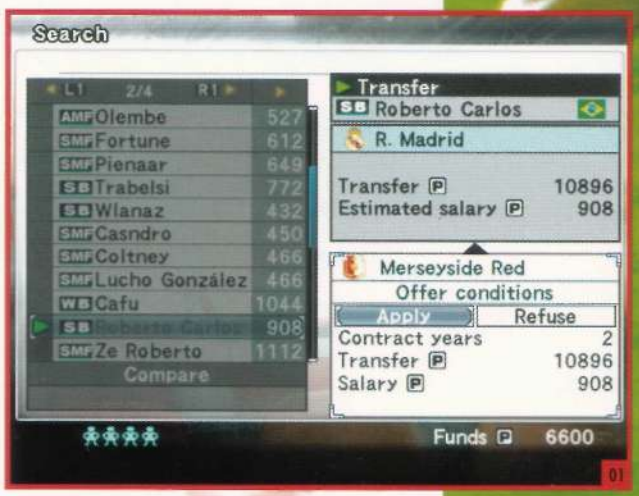
Your first priority above all else – and that includes buying players during the first Negotiation Period (ie, "transfer window") in your debut Division 2 season – is to accrue sufficient P to pay your players salaries. Calculate your likely earnings for the season, taking the quality of your team and your abilities as a PES5 player into account. As you are awarded 400 P for a draw, 800 P for a win and 20 P for each goal scored in D2, you could make 11,480 P if you were to win every league game 1-0. There are also up to five cup matches that can conceivably bring in additional revenue. Realistically, though, it is unlikely that you will win every game. If you want to bring in a few new players to your side during your first season, you'll almost certainly need to sell squad members to do so.

TRANSFERS

One of the most significant Master League features, and the main way that it differs from the basic League Mode, is that you can both sell and buy players (Fig. 1). In principle, this system is simple: acquire P through success on the field, then invest it in new players to improve your team and facilitate bigger and better achievements in the future. In practice, it's a little more complicated.

Each Master League season features two "Negotiation Periods" – transfer windows in all but name – when participating teams can buy, sell, loan and exchange players. Transfers cannot take place unless you are in a Negotiation Period. When you place a bid for a player, or another team makes an offer for a member of your squad, the result of the negotiations will be revealed the following week. If successful, the transfer will occur at the same time.

So far, so simple. However, there are a variety of factors that complicate your forays into the transfer market. As in real life, star players at high-flying teams will invariably rebuff offers from clubs that operate in lower leagues, or occupy an inferior position in their current (or equivalent) division, so you will need to be realistic in your choice of targets. Secondly, there's the question of wages to consider. Paid in a lump sum at the end of a season, your team's salary is a mandatory expense: there is no way to delay it, nor is there any form of overdraft facility for you to fall back on. If you can't afford to pay the players' wages at the end of the season, it's Game Over. There are no exceptions. There is no restriction on the number of high profile, highly paid superstars you can employ in your side. The question you should ask yourself, though, is can you afford them?



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PLAYER DEVELOPMENT

In Pro Evolution Soccer 5's Master League, players are not "fixed" entities; they age, their abilities growing or declining in a way that (albeit approximately) mirrors the rise and fall of physical prowess and skill in real-life footballers (Fig. 2). At the end of the first season, a first batch of veteran players will retire. At the same time, a new crop of young footballers will appear, ready to sign for their first club. After a couple of seasons, you will see familiar names appear as former retirees are "regenerated" as rookies; to make room for these, more players in the twilight of their career will hang up their boots. This process continues for the length of your Master League campaign, be it five seasons or fifty.

Due to their varying abilities, players in PES5 are unique. There are, however, a fixed number of distinct development and decline paths. Some players peak early and fade quickly; others take longer to reach their full potential, and lose their abilities over a long period; a select few have world-class attributes at a relatively tender age, and maintain this for most of their career. You can find a more detailed appraisal of how this system works on page 121.

Of course, this means that buying players is more complicated than simply picking someone with the desired characteristics and ability levels. To do so is always an option, naturally, but you'll need to think about how many years of service you can expect from, say, an aging "name" player before you negotiate a deal. With your initial transfer budget being very limited, you may find it preferable to try and find youngsters with long-term potential. Indeed, some PES5 players will dedicate their entire Master League careers to unearthing and developing future stars.

GAME OVER

Two conditions will lead to the instant end of your Master League career. The first, and most likely, is bankruptcy. It doesn't matter if you're down by 10,000 P or 100: if your balance ever becomes a negative figure, your figurative wooden spoon for failing is a visit to the Game Over screen. This is why it's vitally important that you are careful when negotiating big-budget transfers, and that you make sure you can cover your wage bill at the end of each season. A second way in which you can "lose" in the Master League is if the number of players in your squad falls below 16. With a little discipline and forward planning, though, both of these eventualities are easily avoided.

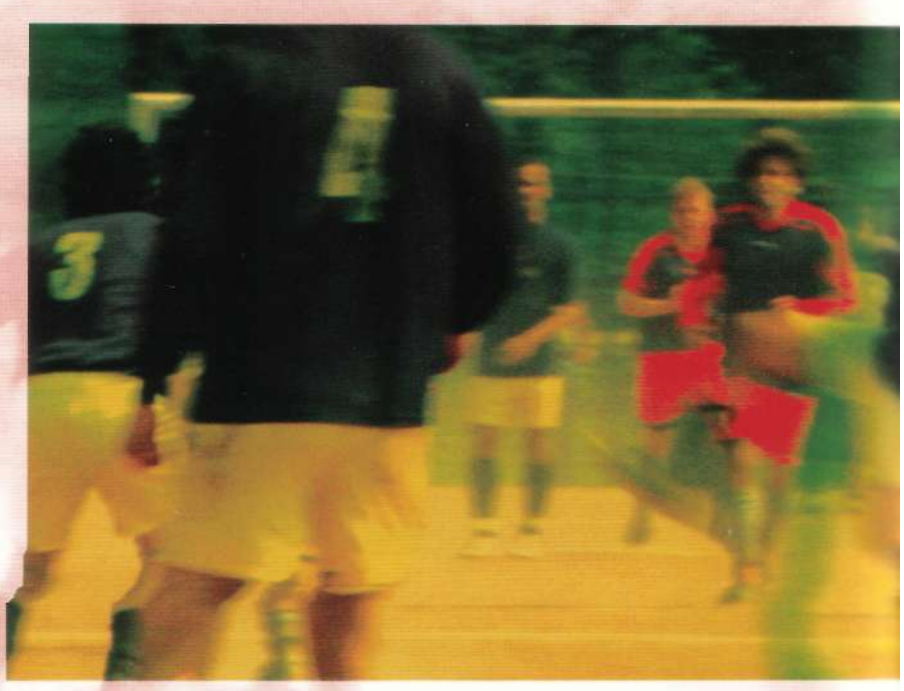
MASTER LEAGUE OPTIONS

PRE-SEASON FORMALITIES

Choose to start a new game, or load an existing save. If you are creating a new Master League, there's a quick stop at the Player Settings screen to get through before you reach the General Settings menu. You should notice that you can play co-op matches in this game mode. Starting it with two players doesn't mean that you need an assistant for every game, though: you can deactivate (or add) participants via the Player Settings option in the Pause menu.

ML STARTING POINTS

If you purchase the ML Starting Points feature from the PES Shop (at 10,000 P, it's the most expensive item there), you can choose the initial P budget that your team will start with. See PES Shop section in the Extras *chapter for more details*



GAME LEVEL

This option works in the same way as the difficulty level setting found in all other play modes, but with one important difference. On the five-star and six-star settings, you will not be able to access the "Negotiation Difficulty" display while searching and bidding for new players. This can make transfer dealings much more difficult. You can change the Game Level during the close-season period at the end of each game year.

If you select the one-star or two-star difficulty levels, your starting budget with both the Master League Default and Create Original Team options (more on which in a moment) will be increased: you get 12,000 on one-star, 8000 on two-star. This chapter assumes, quite rightly we feel, that anyone embarking on a Master League career will do so at the three-star difficulty level or above.

COMMON OPTIONS

Other Master League options are covered in the Play Modes chapter. If you want to check what each one does, turn to the pages specified in the table below. We strongly advise that you have the Strip Selection option enabled: there's nothing worse than starting a vital Master League match, only to discover that the kits worn by both sides are uncomfortably similar...

Entrance Scene	36
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Group Name	37
Auto Save	36
Strip Selection	36
Ball Type	30
Ball Effect	30

SELECT SQUAD FOR MASTER LEAGUE

There are three different ways that you can choose a team for the Master League. First-time PES players looking to start a campaign with a favourite team featured in the game will probably prefer the Match Mode Players option.

MASTER LEAGUE DEFAULT PLAYERS

The "classic" PES Master League option, selecting Default Players gives you a squad of fictional and only modestly talented players, no matter which club you pick on the Select Team screen. With a starting budget of 5000 P, an initial wage bill in the region of 9000 P and an urgent need to invest in new playing staff, this is arguably the most challenging of the three options.

MATCH MODE PLAYERS

With this option enabled you will acquire the "real" playing squad of the team you choose in the Select Team screen, and an increased bank balance of 10,000 P. However, your team's annual wage bill will also be higher. With AC Milan, for example, it's a colossal 20,039 P, and many of the more famous clubs have yearly salary liabilities of a similar magnitude. This doesn't make this a prohibitively difficult option, though: you may just have to sell players to survive in your first season or two.

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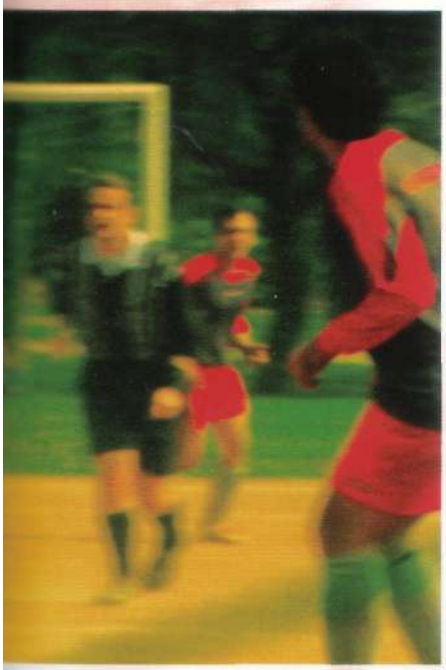


CREATE ORIGINAL TEAM

The most complicated (and initially time-consuming) of the three options, Create Original Team enables you to make your own Master League side. No matter which players you choose, your starting budget will be 5000 P.

Creating your team is a three-step process.

1: Your first tasks are to give your team a name – both long form and abbreviation – then create home and away strips (Fig. 1), design a club emblem and pick a home stadium. You can also choose your supporters colours, create flags for them to wave, and even design logos for your player's kits. As these are essentially Edit Mode features, turn to the Edit Mode section in the Extras chapter for tips on how to use each option. If you're in a hurry, you can simply name your team, create basic home and away kits, and then pick your stadium before moving on. Happily, you can return to this screen to play with these options at any point in your Master League career, so don't feel obligated to do everything at once.

2: Use L1 and R1 to choose which division you would like to be promoted to at the Select League screen.

3: Pick players for your squad. Your team initially contains the "default" fictional Master League squad, but you can delete these on an individual basis and replace them with any players you please. There are three menu options on this screen:

List: This is your current squad. Press ⊗, then select Delete to remove a player. There must be at least 16 and no more than 32 players in the side at any time.

Search: Use the search functions (see page 118 for instructions) to find a player for your new team, then press ⊗ and select "Add To List" to move him to your squad.

Confirm: Once you are satisfied with your new side, select Confirm to proceed to your first season.

Granted, there are no restrictions on the players you can pick for your created team, but you should hesitate before filling it with PES5's most extraordinary talents. For a start, there's the question of wages. If you pick a full squad of 32 that consists of the most expensive players in the game, your first season's salary bill will be in the region of 36,000 P, and you will need to pray that you can sell players to survive. Secondly, ask yourself: if you start with the very best, what will you have to aspire to? The true appeal of the Master League is *attempting* to build, and then maintain, a team of awesome ability; it's the actual process, and not the conclusion, that is the most rewarding part. Feel free to disagree and pick your squad in any way you see fit, of course, but trust us when we say that exercising a little restraint here will make your Master League experience *much* more satisfying in the long term.

SELECT TEAM

If you chose the Default Players or Match Mode Players options, highlight the team that you want to use for your Master League campaign, then press ⊗. Use L1 and R1 to choose which of the four top leagues you would like to be promoted to from Division 2, and use R2 to view your opponents in the second tier (Fig. 2). If you're unhappy with the composition of the four leagues, press △, then pick your team again – the clubs vary every time. This trick cannot be used if you chose the Create Original Team option.

If you have bought the ML League Composition feature in the PES Shop, you can now edit the five leagues. You can also choose to start in the top tier immediately, if you so please, bypassing the traditional season of poverty in the Division 2 basement. See PES Shop section in the Extras chapter for more details.

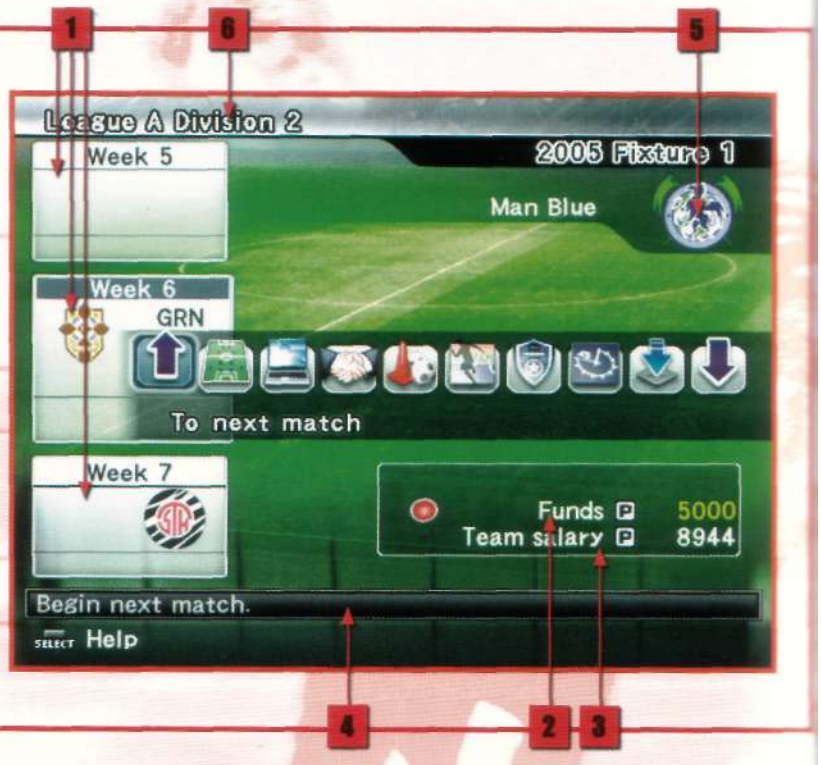
USING MASTER LEAGUE DEFAULT PLAYERS

If you chose for the Default Players option, there's one final screen to view before you can begin your season: a list of players who have retired from your squad, and the youngsters drafted in to replace them. If this is your first Pro Evolution Soccer Master League season, this will be a somewhat confusing introduction, but don't worry: this initial screen isn't for your benefit. Devoted PES aficionados will recognise the retirees as being long-term Master League squad members. This is your opportunity to wave them a fond farewell, then welcome your new recruits.

This being a "purist" form of Master League participation, your initial team has no stars and few players with any long-term potential. Only Jaric, Ordaz, Ruskin, Macco and Hamsun will develop to a reasonable level of ability. This will take four or five years, though, and each one will be a "squad" player at best.

MASTER LEAGUE MENU

This is the main Master League screen, offering access to the play mode's many menus.



1. These three panels show calendar information for the previous week, the current week, and next week. To see more detailed information on your forthcoming and previous fixtures, visit the Data ▯ Calendar option.
2. Your current P balance. If this is below the total required to pay your club's wages at the end of the season, the circle to the left will flash an angry red.
3. Your current yearly wage bill.
4. This panel contains scrolling messages that offer instructions and advice on using the various Master League options.
5. Your current team and its emblem.
6. Your chosen league, and the division in which you currently play.

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TO NEXT MATCH / TO NEXT WEEK

Proceed to the next fixture if there is one, or advance to the next point on the calendar during negotiation or off-season periods.

LOCKER ROOM

OPPONENT DATA

Use this screen to study basic information on your next opponents, including their formation, comparative ability (their skill is displayed in blue), average ratings and which member of the team is their "star" player.

MATCH ANALYSIS

Study, dissect and learn from your performances in previous matches with the aid of clear and concise diagrams. A total of seven league matches are stored in Division 2, and 15 in Division 1.

Shooting Pattern: Use L2 and R2 to select the required match, then L1 and R1 to move through shots on goal.

Attacking Pattern: Use L2 and R2 to move through the stored matches. Shots on goal (and the passes that led to them) are represented by yellow lines; moves that ended in a goal are red. The area of the pitch that you launched the most attacking moves from during the match is highlighted in green. These diagrams, along with the statistics on the right of the screen, should provide a clear picture of both your team's attacking strengths, and particular idiosyncrasies common to your style of PES5 play. If you find that you rarely initiate attacks from the right of the field during matches, for example, ask yourself: is this just a personal quirk, or is your right-sided midfielder, winger or wing-back letting you down?

Defensive Pattern: Much like the Attacking Pattern screen, but featuring data on your opponent's attacking moves that led to shots on goal, this screen helps you to spot defensive frailties (Fig.1). Move through the stored games with L2 or R2 and look to see if patterns emerge. Are you regularly conceding goals from crosses? Are your central defenders frequently made to look foolish by simple through-balls from the middle of the park? If you can spot a clear defensive shortcoming on this screen, it might be time to revise to your tactics, or invest in new (and more capable) personnel.

SET FORMATION

The Formation Settings screen is, as you should know, covered in a dedicated chapter on page 44. If you're starting a Master League campaign, though, you should by now be at least reasonably familiar with how this screen works, and how to adjust your formation and tactics. In the Master League mode, changes made via the Set Formation option become your "default" tactics, and are stored with your Master League data when you save your game. For that reason, it's generally good practice to use the Set Formation option to configure your ideal first eleven. You can then make adjustments – resting players, replacing squad members with blue or grey condition arrows, tactical tweaks – when you visit the Formation Settings screen prior to a match: any changes made at that point will be for the current match only.

An additional option appears in the Pause Menu during matches while playing the Master League mode: "Stock This Formation". If you choose this, your formation, team line-up and tactics will immediately become the "default" configuration for your team in the Set Formation menu.

DATA

CALENDAR

This screen shows the schedule for the current season (Fig. 2). League fixtures are indicated by club emblems, cup ties by trophies, and transfer windows by shaking hands. Use ✣ to highlight each week, then press ⊗ to view fixtures or results.

Wise managers will visit the Calendar screen regularly. Rotating your squad to alleviate player fatigue is an important element of every Master League campaign. However, if you approach this crucial task in an ad hoc manner, you'll often find that star players will be exhausted for important matches against title rivals, or that you needlessly rest individuals for a fixture that is followed by a week with no match (and, therefore, time for your team to recover).

Use a little common sense. Study the Calendar screen, then plan ahead. For example, if there's a match against a relegation candidate before a cup semi-final against a particularly capable side, you have the perfect opportunity to rest, say, a phenomenally gifted but easily exhausted winger.

LEAGUE MATCH INFO

Rankings Table: View the current league standings. The abbreviations in the top row of the table are, in order, points, wins, draws, losses, goals for, goals against and goal difference. Once the season is complete, you can also press ▢ to view player awards.

Team Information: View details on every team in your current league, including average ratings, goalscorers and injuries.

Goal & Goal Assist Rankings: Which players top the goal and assist rankings? Find out here. With P bonuses awarded to teams whose players finish top of these two tables, it's worth checking them out as the season enters its final weeks. If one of your players is a contender for an award, you may want to consider playing him for as many remaining fixtures as you can, no matter how tired he gets.

CUP INFO

Rankings Table/Match Table: View fixtures, results and tables for cup competitions. After a cup campaign that you have participated in is over, you can press □ to view players that have won awards in three categories: Overall Best Player, Top Scorer and Assist Leader.

Team Information: This is identical to the Team Information page found in the League Match Info menu, but the information offered is specific to cup tournaments.

Goal & Goal Assist Rankings: View the top scorers and most creative players in all active cup competitions.

WEFA RANKING

Updated four times a season, the WEFA Ranking is a hierarchy of all clubs participating in your Master League game. The only way to climb up the list is to enjoy success in league and cup matches; a poor season will lead to you dropping to a lower position. Press ○ to immediately jump to your club's position in the list – if you have just begun a Master League game, this will be very lowly indeed – and press R1 to see a mini-league of the four top divisions, calculated by the WEFA Ranking positions of their constituent teams.

RECORDS ROOM

Total Goal & Assist Rankings: This screen provides lists of all-time top scorers and goal-providers in your current Master League career. It counts all goals scored and assists made in "official" fixtures – that is, league and cup matches, but not friendlies.

Point Ranking: This all-time rankings screen shows the five players with the highest average post-match rating in four categories: forwards, midfielders, defenders and goalkeepers. Again, this is a cumulative record based on ratings awarded during "official" fixtures – performances in friendly matches are not taken into account.

My Best Eleven → View My Team: Displays basic information on your team and formation, and a picture of your first eleven (Fig. 3). Master League veterans craving a snapshot of their squad as it was many seasons in the past can load this data with □ – but only, of course, if they actually saved their team at the time. Which brings us neatly to...

My Best Eleven → Save My Team Data: This feature serves two purposes. First and foremost, it enables you to save your current Master League side, with all player development intact, for use in Match Mode. You could, for example, use this if you want to pit your side against a friend's Master League club in an Exhibition fixture. Secondly, team data stored via this option can be loaded from the View My Team screen for future study. If misty-eyed nostalgic reverie is your thing, remember: PES5 will happily indulge you, but you'll need to plan your "moment" well in advance...

Season Results: Study your team's performance over up to 15 seasons.

TOPICS

Select this option to view news items for the week, or to study information on basic Master League rules and features.

NEGOTIATIONS

The hub of the Master League transfer system, the Negotiations screen is used to find, acquire and sell playing staff. While you can enter this menu at any time, using its search functions to find future targets or place squad members on the transfer list, remember that you can't actually initiate any deals unless the transfer window is open.

For advice on how to become an expert negotiator, turn to the Transfers & Contract Negotiations section on page 127 of this chapter.

COMMON SEARCH OPTIONS & FEATURES

The Search menu features different types of scouting options, but there are certain button commands, options and icons common to all player lists.

L1 and R1: If your search parameters return more than one page of players, use these buttons to move between them.

L2 and R2: Move through pages in the player information window at the right of the screen.

✣ →: See the current salaries next to each player name? You can access a further two information displays in this space by pressing ✣ →. The first is an approximate "negotiation difficulty" rating (Fig. 4). Put simply (if you would like a more authoritative account of how this system works, turn to page 127), three stars means that a player will leap at the chance to join you, two means that he's very keen, one star means that you'll have to make it seriously worth his while in terms of salary, and no stars means that you're better off looking elsewhere. On the five-star and six-star difficulty levels, this display is disabled: you'll have to rely on your good judgement to know when (and when not) to attempt negotiations with a player.

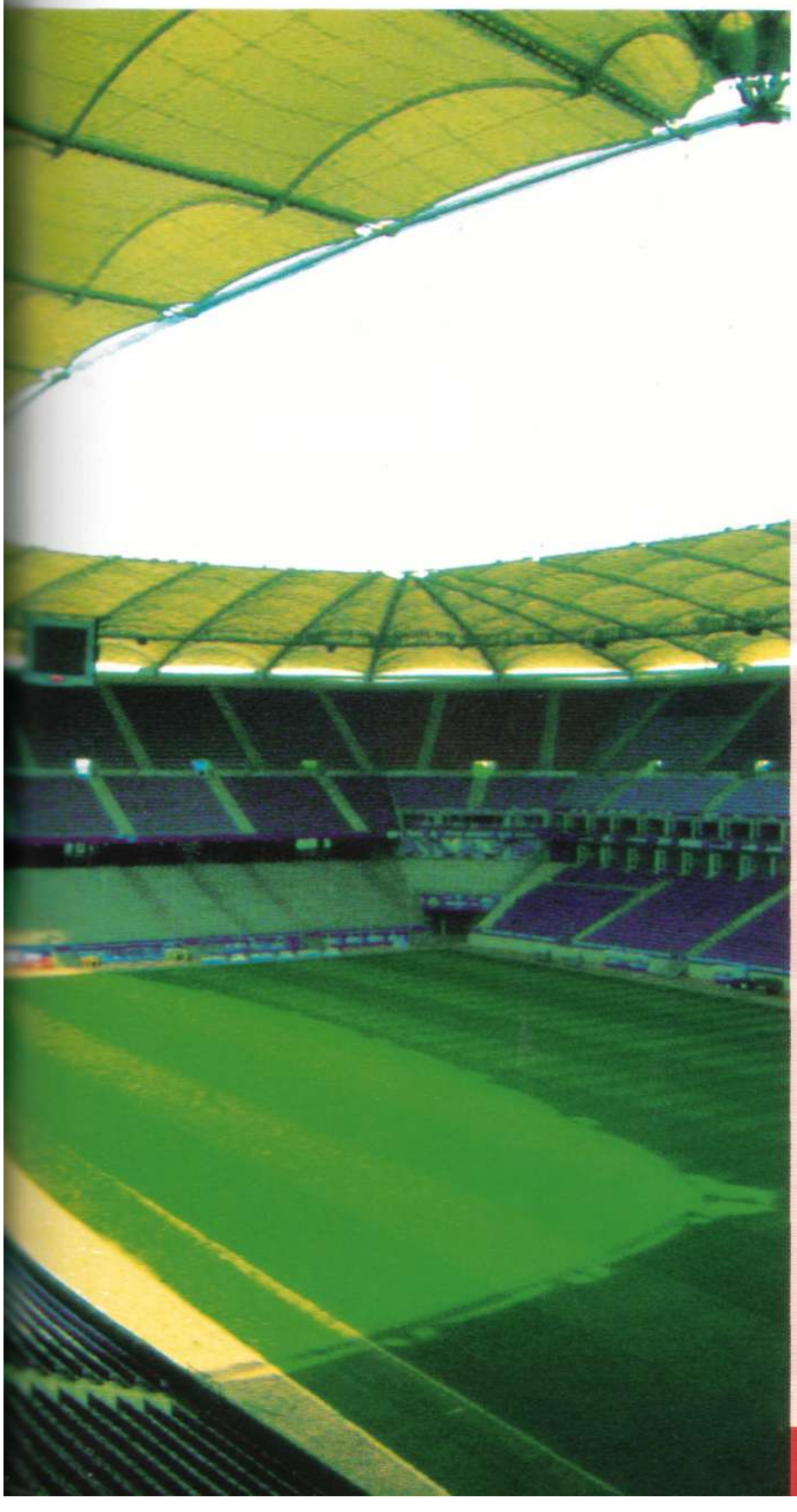
A third display shows three arrows, one of which will be yellow. This indicates which stage a player is at in terms of his personal development. Diagonally up means that a player is improving, a horizontal arrow tells you that he is at his peak, and a downward diagonal arrow means that a player is past his best, and that his skills are waning. For more information on player development and decline in the Master League, see page 121.

⊗: With a player name highlighted, press ⊗ to:

- Initiate transfer talks (only during Negotiation Periods, of course)
- Apply for a loan contract (again, only during Negotiation Periods; additionally, the player must ply his trade at an "active" Master League club)
- Propose a player trade (if the transfer window is open)
- Designate a player to compare with other players
- Add to your list – a collection of players that you can access from the main Negotiations menu

□: Summons a menu that enables you to order the player list by choosing one of nine parameters. Press ⊕← & → to determine if the sorted list should be displayed in ascending or descending order.

SELECT: Brings up a help screen offering basic advice.



TRANSFER ICONS

You will encounter the following icons while looking through the Negotiation menus:

Transfer in

Transfer out

Loan transfer in

Loan transfer out

Player involved in proposed trade deal

Currently in contract negotiations

Player is currently engaged in contract renewal talks

Current squad members that you have transfer-listed; opposing teams are (as a rule) more likely to make bids for them.

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SEARCH

Quick Search: Search by future potential (that is, a list of players who will grow in ability after you buy them), openness to negotiation (players keen to join your team) and by current P (players that you can afford with your current P total).

Talent Search: Select one of fourteen player archetypes – such as Winger, Ace Striker (Fig. 5) and Utility Player – to instruct PES5 to find people that it believes are appropriate choices. Be warned that the results will feature many expensive and potentially unavailable players. It's a search option generally appropriate for when money is no object, and you want to fill a position with one of the best professionals in the game

Advanced Search: If you have a particular type of player in mind – such as an affordable young centre-back of a certain height and with specific skills to use as cover for your first-choice central defenders – use Advanced Search to specify those parameters. This option is also very useful if you want to find a player by name.

Search By Group: Look through all teams in the five divisions for potential targets. More importantly, you can also access the "Newcomers", "Non Affiliated" (free agents) and "Edited National Player" options here. Newcomers are youngsters generated by PES5's code to replace retiring professionals. In actual fact, they almost always *are* retired professionals, miraculously "reborn" at an embryonic stage in their career. The Newcomers list is empty when you first start your Master League game, but you can expect players to appear in it after the first set of retirements. A fourth menu, "Others", contains a list of players available for purchase in the Master League that don't play for any of the participating clubs.

You don't have to pay a transfer fee for youngsters in the Newcomers list, which is also the case with "Non Affiliated" players. Released from their former Master League club sides, these free agents are now searching for a new team to join. While you can often pick up some real gems here, most of these players are unemployed for a reason. If money is tight and your squad is looking a little threadbare, though, the "Non Affiliated" and Newcomers lists should be your first port of call during Negotiation Periods.

Finally, the Edited National Player list enables you to acquire players created in the PES5 editing suite. See page 127 for more details.

Search By Nationality: Use this option to browse a list of all players of a particular nationality.

Show All Players: Access a colossal list of every player currently active in the Master League. It's not particularly useful for finding individuals, but it can be interesting if you want to, say, use the ▢ Sort menu to study the highest-paid players in the PES5 world.

LIST

You can view all the individuals that you have marked for future study by visiting this page. This very convenient feature makes studying and bidding for potential targets very easy. To delete players press ⊗, then select the option from the menu that appears. You can also change the order of players in the list with ▢.

MY TEAM

Use this screen to place players on the transfer list or release them from your squad – use ⊗ to access either options (Fig. 6). You can also use this screen to enter into negotiations with members of your team when their contracts are due to expire.

Transfer-listed players are more likely to be the subject of bids from other clubs, which is handy if you want to sell players quickly to raise funds to acquire new targets or cover your season's wage bill. Depending on the size of your squad, there is a limit to how many players you can place on the transfer list at one time. If there is a danger that the number of players in your side could fall below 16 – a Game Over condition – you will not be allowed to access the option.

Releasing players incurs an immediate P penalty, specified when you first select the option. This is something you should only use if you really, really need to. For example, if you have a transfer target in mind but find you are at the 32 player maximum squad size, you could release a low-paid young player that doesn't have great long-term potential, or an aging professional long past his prime.

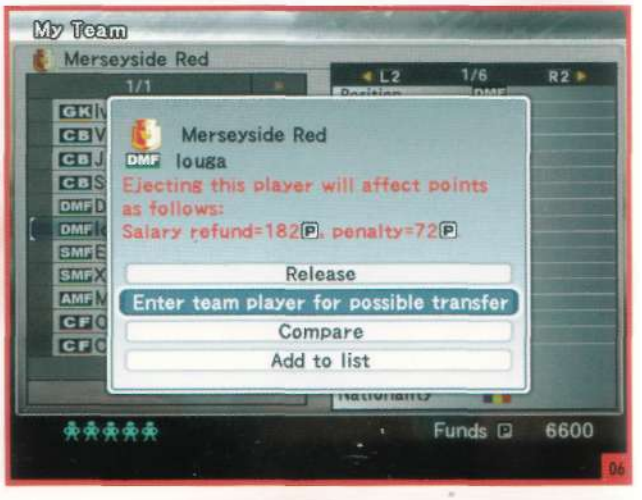
Contract negotiations take place at the end of a player's final season at the club under the terms of his current deal. You have until Week 43 to offer him a satisfactory financial package and contract term, or he will leave of his own accord. If you deem him surplus to requirements, you can release him immediately by selecting "Don't Renew". See "Transfers & Contract Negotiations" on page 127 for more details.

EXPECTED EARNINGS

During Negotiation Periods with players interested in either joining or leaving your club, it can be hard to calculate how many Ps you will have remaining from one week to the next. Use this screen to see a summary of how your financial status will be in a week's time if all negotiations go to plan. It also takes your potential earnings for your final league position into account, if relevant.

MARKET DATA

Select this option if you want to keep an eye on the transfer activities of rival teams. Move through the divisions with L1 and R1, then press ⊗ to view all player acquisitions and sales for the highlighted club.



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REGULATE CONDITION / TEAM TRAINING

During the off-season period at the end of each year, Regulate Condition is replaced by the Team Training option. This introduces three new features: Auto Training, the Adjust Training Menu, and Full Rest. See Pre-Season Training on page 124 for more details.

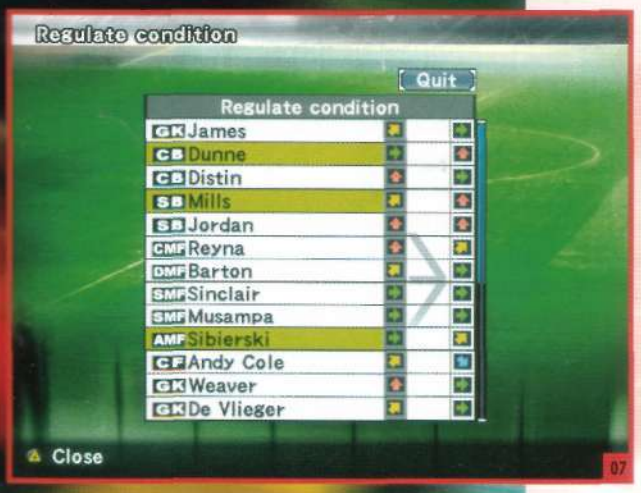
REGULATE CONDITION

If you discover that your best players are in poor condition prior to a match (that is, they have blue or white arrows), the Regulate Condition option enables you to try and change that with a (virtual) visit to the training ground (Fig. 7). Once you confirm your choice, PES5 calculates both increases and decreases in each squad member's condition. Some will improve, others will worsen; many will stay as they are. Players in a better condition after calculations are complete will be highlighted in yellow. You can only select Regulate Condition once before each match.

You should regard the Regulate Condition option as a gamble, and nothing more. If an essential player has a grey arrow before a game, it may be worth using it in the hope that he will recover. However, you may (and often will) find that other players in your squad will be less equipped for the match ahead as a consequence. Unless the condition of your ideal first eleven is truly terrible, it's often advisable to leave this option well alone.

FREE TRAINING

Functionally identical to the play mode accessed via the Mode Select ▯ Training menu, select this option to partake in training matches and exercises. There is no potential for player growth in Free Training – stamina, fatigue and condition arrows are not affected by anything you do on the training ground. Use it to test new formations, practice set pieces and generally study your team.

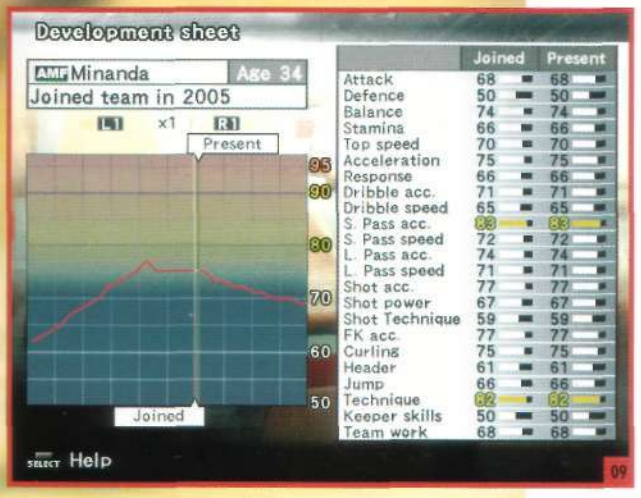


DEVELOPMENT SHEET

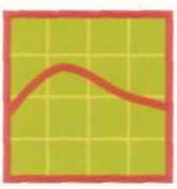
In the Master League, player abilities grow, reach a peak, and fall as each individual grows older. Eventually, all players retire – 36 is the average age for this – and are replaced by youngsters at the very start of their career. The Development Sheet screen is where you can study the growth and decline of players in your squad (Fig. 8).

As your Master League game progresses, study the "Joined" and "Present" columns on the right of the Development Sheet screen to see how each player's abilities have increased or decreased since they joined your team. A yellow arrow marks improvement, while a black arrow denotes a decline. Highlight a player, then press ⊗ to view his development graph (Fig. 9). Use ✣ ← & → to move the graph left or right, and L1 or R1 to toggle between the x1 and x3 view modes. You cannot move the graph in the x1 mode.

On the player development graphs, the horizontal axis indicates player age and the vertical axis represents (albeit approximately) a player's average ability level. The red line on the graph plots the likely rise and fall of the selected player's characteristics as he ages. While every individual in PES5 is unique, there are seven different player growth "archetypes": blueprints, if you will, for the growth and decline of abilities during the course of every career.



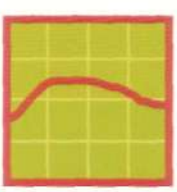
Precocious: This type of player rapidly reaches an early peak, but cannot sustain such excellence: the rest of his career will be typified by a lamentable decline.



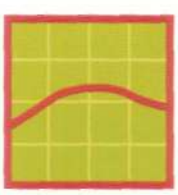
Normal: The most common growth path – a sure and steady rise in abilities, followed by a slow decline.

Slow: These players will take much longer to reach their prime, but they will play at a high level until late in their careers.

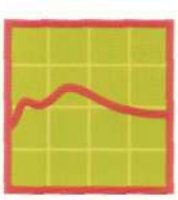
Early Long: These players develop quickly, then remain at this peak for a much longer time than the "Precocious" type. Youngsters with this development path will soon become important members of your squad.



Late Long: They may take time to fulfil their potential, but Late Long players retain their abilities well into their 30s, and will retire later than many of their peers.



Normal Long: Similar to "Normal"-type players, but with a sustained peak: these players will remain at their prime for a much longer period.



Dual Development: An unusual development pattern. These players grow at a rapid rate, begin to decline, and then grow again to hit a second peak.

Unlike Pro Evolution Soccer 4, the abilities of players in PES5 will always increase during their "growth phase", irrespective of the number of first team opportunities you give them. Hypothetically, if you were to buy a young player and leave him in the reserves for his entire career, his *actual* growth – indicated by a blue line on the development graph – would follow the red line quite closely (though it will often be slightly lower). However, while the red line has a profound influence on the rise and fall of abilities during a player's career, it is not absolute.

There are three ways that a player's abilities can increase: through natural growth, by playing matches, and through participation in pre-season training. With natural growth alone, a player's abilities will increase until he hits his peak, stay constant for a time if his development graph features a plateau, then fall as he enters his decline phase. With regular match experience, though, a player can grow faster, continue to improve while at his peak, and decline at a much slower rate. Pre-season training is less instrumental in this process, but can be very useful for honing specific talents – see page 124 for more details.

After each Master League match, players that participated in the game (highlighted in yellow) are awarded experience points in a long list of ability categories (Fig. 10). Once this experience total (left column) exceeds 99, an ability level (right column) is increased by one point and the "Exp" level is returned to zero. The rate at which players gain experience after a match is determined by four primary factors:

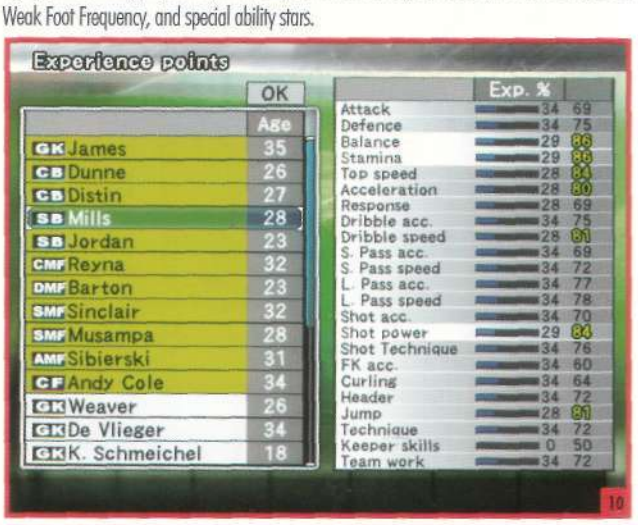
1: The type of match played. League games offer the highest experience boost, with cup games (of all types) and pre-season friendlies offering much lower bonuses.

2: The post-match rating given to each player. The higher the rating, the more experience a player can potentially gain.

3: The position a player is on his development path. Broadly, experience accrued will be at its highest during the growth phase, will reduce significantly once he reaches his peak, and will be a nominal amount during the decline phase.

4: Abilities that are especially high will often grow at a slower rate (and, sometimes, not at all). For example: a winger with a Top Speed stat of 95 will experience much less development in that category than a player with a Top Speed of 85.

So: the more matches a player participates in, the more his abilities will improve (or, if he's in the twilight of his career, the less they will fall). That said, there are limitations – a player's latent potential (as suggested by the red line on their development graph) can be exceeded, but not by a massive amount. An average footballer with a peak of 80 on his graph might actually reach 83 with plenty of match experience, but don't expect him to grow to 90 – it just won't happen. Similarly, while you can slow the inexorable ebbing of a player's attributes as they begin their decline phase, you cannot halt it entirely. The only abilities that are unaffected by the aging process are Agility, Attack, Mentality, Condition/Fitness, Consistency, Weak Foot Accuracy, Weak Foot Frequency, and special ability stars.



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EDIT TEAM

EDIT PLAYER NUMBER

Enables you to allocate specific squad numbers to your players. In real-life, this is a highly political task – how would *you* ask a much-loved veteran striker, a loyal servant to your club throughout his career, to surrender his treasured number 9 jersey to a fresh-faced summer signing? Consider this as you enter the Edit Player Number screen... and then completely cast all thought of it from your mind. Changing squad numbers has no real bearing on your Master League side, nor the individuals that it consists of – it's an administrative and aesthetic matter, and no more. You can completely ignore it if you wish.

Select each player with ⊗, then use ⊕← & → to choose their new number. If that number is already assigned to another squad member, the two numbers will be "swapped" – so giving the number 4 jersey to a new centre-back with the number 23 will mean the former occupant of the number 4 jersey will, of course, now wear number 23. The name of the player currently wearing a squad number appears at the bottom of the screen.

EDIT TEAM

Choose this to edit your team's kits, supporter colours, shirt logos, home stadium and much more. This option is not available with all clubs – see the Extras chapter for more details.

GENERAL SETTINGS

Enter this menu to change various Master League settings. You can only change the Game Level during the close-season period at the end of every year. This is actually a useful feature. If you were to start a Master League career at the four-star difficulty level, but find after a few seasons that it is becoming too easy to win matches, you can increase the challenge here without sacrificing your squad by starting a new game. Players who choose to start on the five-star difficulty level can also use this option to exploit a noteworthy loophole. If you want to access the "negotiation difficulty" display while searching for new players at the end of each season, you can temporarily reduce the Game Level to four stars. Don't forget to return it to five stars before the year ends, though!

SAVE

Use this option to store your current Master League session.

TO MODE SELECT MENU

Return to the Mode Select menu. Don't forget to save your progress before you select this option!

MASTER LEAGUE MISCELLANY

COMPETITION STRUCTURE

There are two leagues that you can play in during a Master League career (the eight-team Division 2, and the 16-team Division 1), two division-specific cups (the D2 Cup and D1 Cup), and two tournaments played between the best teams in the top four leagues (in order of prestige and prize worth, the WEFA Masters Cup and the WEFA Championships). The format of each competition is as follows:

Division 2: Eight teams, 14 fixtures. Top two sides are promoted to Division 1.

Division 1: 16 teams, 30 fixtures. Bottom two sides are relegated to Division 2. Top two sides qualify for the WEFA Championships First Round. Third, fourth, fifth and sixth-placed sides qualify for the WEFA Championships Qualifying Round. If the winner of the D1 Cup has qualified for the WEFA Championships, the seventh-placed side will enter the WEFA Masters Cup.

Division 2 Cup: Eight teams participate, with home and away legs (with the "away goals" rule active – see the Glossary chapter for an explanation) for all rounds bar the final.

Division 1 Cup: 16 teams participate. Home and away legs (with the away goals rule active) in all rounds with the exception of the final. Winner qualifies for the WEFA Masters Cup – unless that team has already qualified for the WEFA Championships, when the place will go to the team that finished seventh in the league. Teams that win the D1 Cup but are relegated from the division are, in a shockingly cruel twist, barred from participating in the WEFA Masters Cup – their place is taken, again, by the team that finishes seventh in the league.

WEFA Masters Cup: Four divisional cup winners are joined by four third-placed teams from the WEFA Championships Qualifying Round, and eight third- and fourth-placed sides from the WEFA Championships First Round. This is a knockout competition, with each round played over two legs with the away goals rule active. The final is a single match.

WEFA Championships: This is reasonably complicated, so be sure to pay attention. Teams that finish between third and sixth in their leagues participate in a WEFA Championships Qualifying Round of four groups of four teams playing six fixtures in total. The top two in each group qualify for the WEFA Championships First Round, while the third-placed team is entered into the WEFA Masters Cup. The eight teams from the Qualifying Round are then joined by the eight teams that finished first and second in their respective leagues for the WEFA Championship First Round – another group stage with, again, four groups of four, and teams playing six fixtures in total. The top two in each group qualify for the WEFA Championships quarter-final, while the bottom two move to the WEFA Masters Cup. The quarter-finals and semi-finals of the WEFA Championships are two-leg knockout matches, with the away goals rule active. The final is a single fixture.

COMPETITION WINNINGS

Each Master League competition offers P currency for wins, draws, and goals scored. There are also some rather substantial bonuses for a team's final placing (especially winners) and having team members receive one of three awards: Overall Best Player, Top Scorer, and Assist Leader. The following table (Table 1) reveals the P rewards available in each competition.

DISCIPLINE

All Master League competitions feature the same simple disciplinary system. It may be somewhat draconian – especially in the leagues, and for clubs participating in the WEFA Champions Cup from the Qualifying Round – but at least it's equally harsh for *all* teams. You should always be careful to check yellow card counts before cup semi-finals and vital matches at the end of league campaigns. It's frustrating to enter a big match with a player you view as being irreplaceable serving a one-match suspension, but even more so when you know that with a little forward planning, it could have been avoided...

- Two yellow cards shown to the same player during a game lead to an immediate one-match ban.
- Two yellow cards accumulated by a player in different matches lead to a one-match ban.
- A red card leads to an immediate one-match ban.
- Cards and suspensions are specific to competitions, so a yellow card given in a Division 1 match will not apply to the WEFA Championships, WEFA Masters Cup or D1 Cup.

PRE-SEASON TRAINING

During the Negotiation Periods that take place between weeks 37 to 44, the following three pre-season training options appear. You can only select one of these per week, and your choice is final and irreversible.

AUTO TRAINING

Instruct PES5 to automatically train every player in all ability categories for a modest boost to each player's individual development. This will, however, increase player fatigue by around a quarter – which can be an issue if you have a packed schedule of friendly fixtures arranged between weeks 37 to 44. Players that have moderate to high fatigue levels before you initiate this option will be rested – they will take no part in the session. Auto Training occurs immediately once you select this menu option.

ADJUST TRAINING MENU

Use this option if you want to train players in a way that enhances specific abilities (Fig. 1). Use Table 2 as an aid to choosing a training regime to suit each player.

TABLE 1

Competition	Win	Draw	Goal Bonus	Prizes	Player Awards
Division 2	800	400	20	4000 for 1st place, 1200 for 2nd, 1000 for 3rd, 800 for 4th, 600 for 5th	1000 for each award
Division 2 Cup	800	400	20	2000 for 1st place, 800 for the runner-up, and 600 apiece for the two defeated semi-finalists	1000 for each award
Division 1	1000	500	50	10,000 for 1st place, 3000 for 2nd, 2500 for 3rd, 2000 for 4th, 1500 for 5th	2000 for each award
Division 1 Cup	1000	500	50	4000 for 1st place, 1600 for the runner-up, and 1200 for the two defeated semi-finalists	2000 for each award
WEFA Masters Cup	1200	500	50	6000 for 1st place, 2400 for 2nd, 1800 for the two defeated semi-finalists	2000 for each award
WEFA Championships Qualifiers & First Round	1000	500	50	N/A	N/A
WEFA Championships Knockout Stage	1600	500	50	15000 for 1st place, 5000 for 2nd place, 2500 for the two defeated semi-finalists, 1250 for the four defeated quarter-finalists	2000 for each award
Pre-Season Friendlies	800 or 500	400 or 250	20	N/A	N/A

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Confirm your choice by selecting "OK", or use ⊗ to restore all training to the default Rest setting. As with the Auto Training option, each participating player's fatigue bar will be increased by a quarter. Be warned: players may suffer injuries if they are very tired. To be safe, try to avoid training individuals that have a fatigue level of approximately a third of a bar by setting their schedule to Rest. With a fatigue level of half a bar or more, players will be highly likely to pick up minor (yellow cross) injuries, and will be unavailable – in general – for around two or three weeks. Injured players are automatically set to the Rest setting: you cannot train them until they recover.

Given that you can only train players for two consecutive weeks without having to rest them for a third, and the fact that the actual stat increases are seemingly unspectacular, you might wonder why you should bother with the Adjust Training option. Don't be quick to dismiss it, though: it's a vital tool for honing the outstanding characteristics of top players.

As is discussed in the Team Management chapter on page 61, stats of 95 to 99 are reserved for truly exceptional players. An increase from 96 to 97 in Shot Technique is simply not comparable to an increase from 86 to 87 in another player: the leap in actual ability is much, much higher. In the Master League, ability levels that exceed 95 often increase at a painfully slow rate, or even stop growing altogether. It doesn't matter how many games Player X may participate in, or how fantastic his post-match ratings are – he simply won't seem to receive much (or, sometimes, any) experience in ability categories over 95.

This is where the Adjust Training Menu is worth its weight in gold: you can use it to increase abilities over 95 by small but, ultimately, significant amounts. For other players in your squad with less spectacular stats – especially youngsters – we would advise you plan ahead and choose the highest abilities most pertinent to their specific roles in the side. Used wisely, the Adjust Training menu can help you, over time, to turn great players into *legends*.

FULL REST

Allow your players the luxury of time to recuperate. This isn't merely an altruistic gesture - their fatigue bars will reduce by anything up to 50%, which is essential if you are embarking on a packed pre-season schedule of friendly matches and tiring player-specific training regimes. Note that the rest occurs automatically once you choose this option from the Team Training menu, so be sure that a week off is actually necessary before you select it.

TABLE 2

Training Option	Abilities Enhanced
Rest	None – reduces fatigue level
Shoot	Attack, Shot Accuracy, Shot Power and Shot Technique
Dribbling	Dribble Accuracy and Dribble Speed
Pass	S-Pass Accuracy, S-Pass Speed, L-Pass Accuracy and L-Pass Speed
Defence	Defence
Free Kick	Free Kick Accuracy and Curling
Header	Header and Jump
Balance	Balance
Speed	Top Speed and Acceleration
Stamina	Stamina and Response
Goalkeeper	Response and Keeper Skills
Teamwork Ability	Teamwork

PRE-SEASON FRIENDLY MATCHES

After the final competitive game in a season, you have the option to arrange up to eight pre-season friendly matches that will take place between weeks 37 to 44. This is your only chance to do so, and your final decision is irrevocable – you cannot cancel these matches once they are arranged. Playing against teams in the four top divisions garners a reward of 800 P for a win, 400 P for a draw, and 20 P per goal. For all other opponents – including the "special" teams that feature top European players, the best young players, and so forth – the reward is a less impressive 500, 250 and 20 potential P respectively.

As the boost to player abilities after each game is fairly negligible – although, over the course of eight entire matches, not insignificant – the primary reason for playing them is to make extra P for player transfers. If you arrange (and win) eight matches against top-class opposition, the potential monetary reward is over 6500 P – more than enough to buy a promising young player. That said, there are drawbacks to arranging a full programme of pre-season fixtures. The first is time. Seasons in the top flight take long enough to complete as it is, and everyone has at least *some* vestige of a life that they lead while not playing Pro Evolution Soccer 5. If that's of no consequence, there are two other immediately pertinent issues: the possibility of players picking up injuries, and increased fatigue compromising your pre-season training regime. If you do decide to play all eight matches, *remember to rotate your squad and use all available* substitutes to reduce the likelihood of players becoming too tired.

SQUAD ROTATION

In the Master League, PES5's stamina and fatigue systems will soon become a constant source of irritation unless you learn to appreciate the benefits of a sensible squad rotation policy. As you should know from the Team Management chapter (see page 60), high stamina loss during matches leads to an increased of a "fatigue bar" (Fig. 2). The higher this becomes, the lower a player's initial stamina will be at the start of a match – and, therefore, the more likely that player is to be even more tired at the end of the *next* game. Injuries are an additional complication: greater fatigue levels make players more susceptible to various cuts, sprains, twists and breakages.

The only solution is full rest, giving the affected player an entire week off to recuperate. Depending on how tired a player is, his recovery may even take two weeks and, in extreme circumstances, even three. However, it's important you remember that while fatigue is accumulated on a match-by-match basis, it is only reduced weekly. When there are more than two matches in a week, you must leave a player out of your squad for both fixtures to rest him – not just the first.

Keeping your squad in top condition becomes a trial when you gain promotion to Division 1 (there are far more fixtures), and even more so when you secure a place in the WEFA Championships (especially if you are entered from the Qualifying Stage) or, to a lesser extent, the WEFA Masters Cup. With almost all cup matches in Division 1 taking place after league fixtures, forward planning can become a logistical nightmare.

The solution is to exercise a little common sense by engaging in preventative maintenance. As a rule, you should use all three available substitutes in every match; the best time to do this is just before the 60 minutes mark. The benefits of doing so are twofold. Firstly, while the rate at which different players tire varies, players substituted at this point are generally much less likely to accumulate any great amount of fatigue. Secondly, your substitutes will gain experience: it's a great way to strengthen squad players (usually youngsters) who do not regularly feature in your first eleven.

The second way to deal with the rigours of a full season of domestic, cup and continental competition is to invest wisely in the transfer market. Utility players – that is, individuals who can happily play in three or more positions – are an essential part of a well-managed Master League squad. Knowing that you have players on your bench who can cover every position on the park gives you much greater flexibility. It's also important – especially when you are participating in more than two competitions – to ensure that you have a squad of at least 24 players, but preferably more. If finance is an issue, consider picking up free agents or unsigned youngsters (see Transfer Tips on page 129) on short-term (ideally one year) contracts to introduce much-needed depth to your squad. If you later discover that they have no great potential for future growth, you can easily release them during the mid-season or close-season Negotiation Periods.

There is one further squad issue that you must contend with in the Master League mode. During weeks 8, 12, 20 and 28, you will often encounter the dreaded "Summons to Represent" icons. These, in effect, simulate international call-ups in the real-life game, and they can be hugely annoying. Several of your players – chosen randomly – will be unavailable for matches played during an "international" week. Worse still, they will return with high fatigue levels, which will often necessitate a further week's rest. There's no way you can avoid this: you'll just have to grit your teeth and hope that your best players will be omitted from each round of call-ups.

Finally, a useful tip: while playing Master League games, activate the Stamina Gauge option (Pause Menu ➔ Screen Settings during a match). This will help you to keep track of each player's current condition, and gain a better appreciation of how stamina loss occurs.

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TRANSFERS & CONTRACT NEGOTIATIONS

Weeks 16 to 19 and 37 to 43 are Negotiation Periods, transfer windows when you can buy, sell, trade and loan players. You can make offers for up to five different players per week, which are then concluded (with either form of success or rejection) when you proceed to the following calendar period.

On difficulty levels between one and four stars, you can view a Negotiation Difficulty rating by pressing ⊕ → while examining transfer targets in the Search menus. This indicates how interested a player will be in moving to your club, as Master League producer Toshiyuki Terada explains. "If you have two stars, you should consider that you have a 50% chance. If you have three stars, you are probably likely to get that player 90% of the time, but there's a 10% chance you might fail. If you have one star, this is not 0%, but maybe 15-20%, very low. And if you have no stars, it means it's under 15-20%. However, it's never 0%."

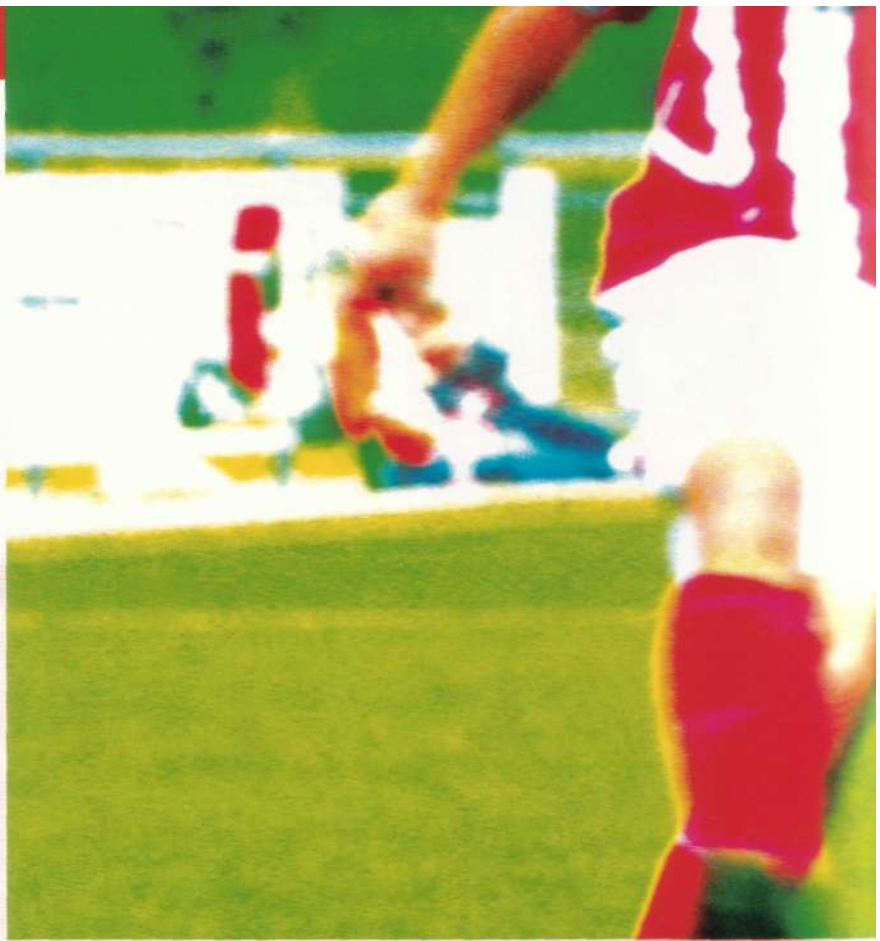
The amount of P points you should offer a player obviously has a bearing on how likely the negotiations are to be successful. "Basically, the chance of success when offering the default P is always what the AI is detecting from the stars – like two stars is 50-50, and so on," reveals Terada. "When you increase the amount of P points, the odds of acquiring that player will rise. But there is no point where you can offer 180% or 190% more and experience a dramatic increase in negotiation success. However, if you lower your offer, the percentage will decrease. If your offer is lower by more than 80% of the actual default amount, this means that you are very rude, and the odds will drop dramatically. So while there is a dramatic drop, there isn't a dramatic upward curve."

As you cannot view the negotiation difficulty rating when you are playing on the five-star or six-star difficulty levels, judging if a player will join you is far harder. However, the following guidelines should help.

- Study the WEFA Ranking page (found in the Data menu) before attempting to sign a player from another Master League club. This is a measure of the current stature of all participating teams (Fig. 3). The higher you are, the more likely a player is to join you. If you are in sixteenth place, you can be confident that players at a club in fortieth place will jump at the opportunity to play for your side. By contrast, a superstar at a club in second place will still be unlikely to sign on the dotted line. You should also consider your league's position in the current League Ranking (press R1 on the WEFA Ranking page) when signing players from clubs in other leagues. If your league's ranking is higher or lower than theirs, this too influences the chances of making a successful purchase.

- As a rule of thumb, the higher a player's current salary, the less likely it is that he will join a club in a low WEFA Ranking position.

- Signing star players while in Division 2 is not impossible, but it's generally extremely



difficult. You can safely assume that most first-team members at bigger Master League clubs will not be at all interested in joining you (that is, on "zero stars"), and that only inexpensive squad players will have a one-star or two-star rating.

- Generally speaking, players who are not at a participating Master League club (including unsigned young players and free agents) will be more likely to sign a contract, with the odds increasing as you climb the WEFA Ranking. However, you will still find that the best players – usually those with the largest salary demands – will be harder to sign until your club's stature is very high.

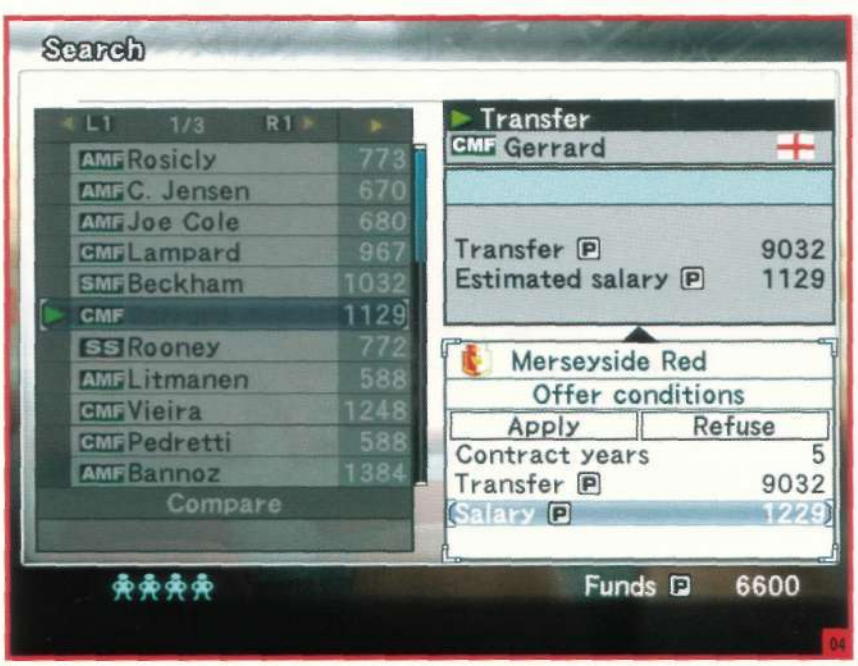
- It's not a parameter you can actually see, but some players are just plain greedy. These individuals may continually reject reasonable salary offers in the hope of getting a better wage packet. When you encounter a player like this, you can doggedly continue to offer the same amount, put forward an increased deal (Fig. 4), or – often the best course of action – turn your attention elsewhere.

- Last but not least, consider saving your position at the start of a Negotiation Period. While purists will consider this "cheating", having the option to return to the start of the transfer window if all your negotiations fail can help prevent a frustrating half-season of underachievement.

RENEWING CONTRACTS

At the start of Week 37, you will be reminded to renew the contracts of any players in your squad with deals set to expire at the end of the season. These are marked with a right-facing white triangle. Players that have accepted a new deal will be highlighted with a black right-facing arrow.

You have six weeks to conduct negotiations, so don't tamely agree to the default amount. You can often (but not always) shave a modest amount of Ⓟ from a player's initial demand. This may not be a huge individual sum – think in terms of low tens, not hundreds – but the cumulative savings with a large squad over a number of seasons could be inconsiderable. Be careful, though: if a player has not signed a contract by the end of week 43, he will automatically leave the club. While attempting to cut your wage bill is sensible, allowing a star player to leave on a "free" is not. Try to err on the side of caution and have all contracts renewed before week 42 at the latest.



SELLING & RELEASING PLAYERS

When a club makes an offer for a player in your squad, you will be informed of this at the start of the week. Visit the My Team page, select the individual in question, then choose Change negotiation conditions. The top window on the right-hand side of the screen provides information on the player, including the remaining years on his contract, current wages, and Transfer Ⓟ: an approximate measure of his worth. The window below features the name of the club making the offer, and the sum they are proposing. This will often be lower than the amount you might hope for, especially when a player has been transfer-listed. You can either select "Accept" or "Refuse"; you cannot haggle for extra Ⓟ. If you accept the deal, the player will move at the start of the next week.

By placing members of your team on the transfer list, you can increase the likelihood of other teams making

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an offer. It's wrong to assume that the player will be the subject of frenzied negotiations once the next transfer window rolls around, though. In fact, you may find that the only way to get rid of certain squad members is to allow them to leave once their contract expires, or offer them a settlement (measured in hundreds, not thousands) to leave the team immediately.

TRANSFER TIPS

Your first port of call when each Negotiation Period begins should be the Other Groups page of the Search By Group menu. The most important lists here are Newcomers and Non Affiliated, but you can sign up to thirty players created in PES5's Edit Mode from the Edited Player list.

The Newcomers screen contains young players who have yet to find a club. There is no transfer fee for their services – you just need to successfully negotiate a contract. As well as its existing database of players in every club and national side, PES5 contains a further 200 young players that appear in the Master League only. As a rule, their basic wage demands are a clue to their long-term ability. If it's high, (that is, over 600 P per season, and especially so if it approaches four figures), you can safely presume that their growth potential is enormous.

The Newcomers section is also where retired players are born anew as 17-year-old rookies. Regenerated players have exactly the same name, physical attributes and special abilities as their superannuated predecessors, but they begin at the very start of their development graphs. Their statistics are therefore much lower, and will take time to reach their former heights. If you're willing to make the effort, it's worth taking the time to make a search for older players during the mid-season transfer window, making a note of all those due to retire. Look for players with grey names, and then select them. If you can see the text "Player who will retire this season," and the player has interesting abilities, it's worth jotting their name down for future reference. Although notable "regens" may not appear immediately after a player retires, they will always turn up eventually. Make sure you're at the front of the queue for their signature when they do.

When players reach the end of their contracts and choose to leave (or are released by) other Master League clubs, they will appear in the Non Affiliated list. Again, you don't have to offer a transfer fee for their services, merely a reasonable contract. If your squad is small and there are no promising youngsters to bid for, grabbing a few free agents of reasonable ability is always a smart move. If they are past their best, or you suspect that their growth potential is low, try to limit any contract offers to one or two years duration.

Trade negotiations (only available if players have six months or more left on their current contract) are less likely to succeed than simple cash deals. They can be worthwhile if your finances are low, or if you want to get rid of squad members that you rarely play. We strongly advise against the use of loan deals, however. As you have to pay for the privilege of this temporary arrangement, you'll be far better served by picking up a free transfer in the Newcomers or Non Affiliated lists.

Players unlocked in the PES Shop, including all members of "classic" teams (see PES Shop section in the Extras chapter for more details) will appear in the Non Affiliated section of the Search By Group screen. There will, obviously, be a mad scramble for their services the moment the first transfer window arrives, so don't be tardy in opening negotiations with the best players.

Finally, a word of warning. When you acquire players in the Master League, their Teamwork rating (viewed on the pitch diagram at the Formation Settings screen: see page 54 for an explanation) will be greatly reduced when they first join your club. This will gradually rise as weeks go by, simulating the time it takes for players to get to know their new teammates and your tactics. As a consequence, if you sign several new players during a transfer window, it may not be wise to immediately place them all in your first team.

PROMISING TALENTS

Buying players and building a squad in Master League can be a time-consuming process. Acquiring established players is difficult enough, but knowing which youngsters will make the grade can be a frustrating trial-and-error process. In the Extras chapter, we reveal a selection of over two hundred players between the ages of 17 and 22 with notable (and, in some instances, astonishing) growth potential.

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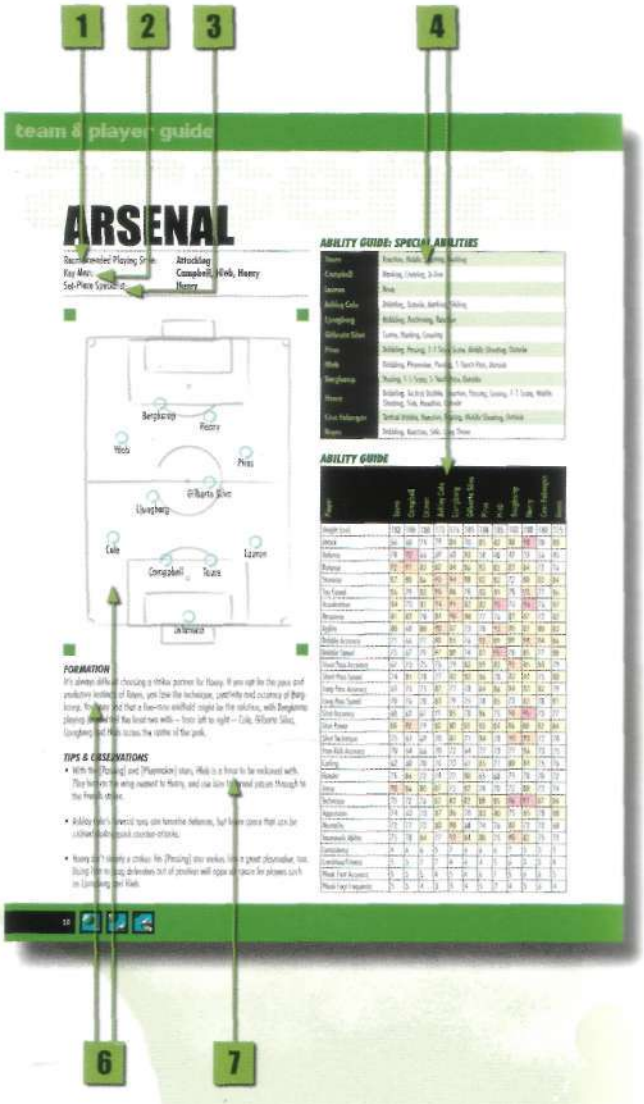
PLAYER GUIDE

6

Having an impressive command of how to actually play PES5 will enable you to win many matches, but the last step in becoming a true master is to acquire an encyclopaedic understanding of its best teams: the playmakers, the ball winners, the most prolific marksmen. Forewarned is, after all, forearmed. In this chapter we examine the strongest national and club sides, offering at-a-glance guides to player abilities and providing playing advice and tactical suggestions.

INTRODUCTION: USING THE TEAM & PLAYER GUIDE



1 **Recommended Playing Style:** We specify at least one playing style for each team. While purely a guideline, this should provide an insight into each side's strengths. It may be a well-worn cliché, but attack is *always* the best form of defence in PES5, which is why "Attacking" is the most common suggestion. For teams that have strikers and/or wingers with great pace (and, more often than not, use a three-man strike force), "Counter-Attack" is often the best strategy: you should play on the break, inviting opposing teams forward before playing through-balls to your front men. Much less common are the "Direct" and "Defensive" recommendations. With the former, we feel that the team in questions should avoid unnecessarily intricate passing in midfield, aiming to supply their forwards with the ball as soon as possible. If we suggest "Defensive" – used with only a handful of sides – we believe a team has the requisite qualities to put men behind the ball and frustrate all attempts by the opposing team to penetrate their back line.

2 **Key Men:** These are the players we identify as being the most important individuals in your team. Unless afflicted by poor condition or injuries, they should be the first names on your team sheet.

3 **Set-Piece Specialists:** The players specified here are the best at taking free kicks and/or corners in their squad. The term "specialists" is relative, of course: not every player has the accuracy of Juninho, the power of Roberto Carlos, the curling ability of Pirlo, or the all-round dead-ball prowess of Beckham.

4 **Ability Guide:** This table features all key stats and special abilities for the ten outfield players we recommend you choose, plus the five best substitutes for national sides, and two substitutes for club teams. We have adopted PES5's colour-coding scheme for ease of reference, so noteworthy abilities are highlighted in specific hues: those between 80 and 89 in yellow, 90 to 94 in orange, and 95 to 99 in red. Because all but a handful of teams have their best goalkeeper in the first team by default, we decided that including them in these tables was unnecessary.

5 **Star Players:** National teams are often more popular than club teams in multiplayer Pro Evo games, which is why we devote two pages to each of the twelve best international sides in PES5. A dedicated "Star Players" section examines each squad's most important players in three categories: Ball Winners, Playmakers and Marksmen.

6 **Formation:** In this section, we look at each team's default formation, state our recommended starting eleven, and suggest tactical variations or alternative systems.

7 **Tactical Tips:** To increase your appreciation of each side's strengths and weaknesses, each team guide contains helpful tactical guidance, observations and playing advice.

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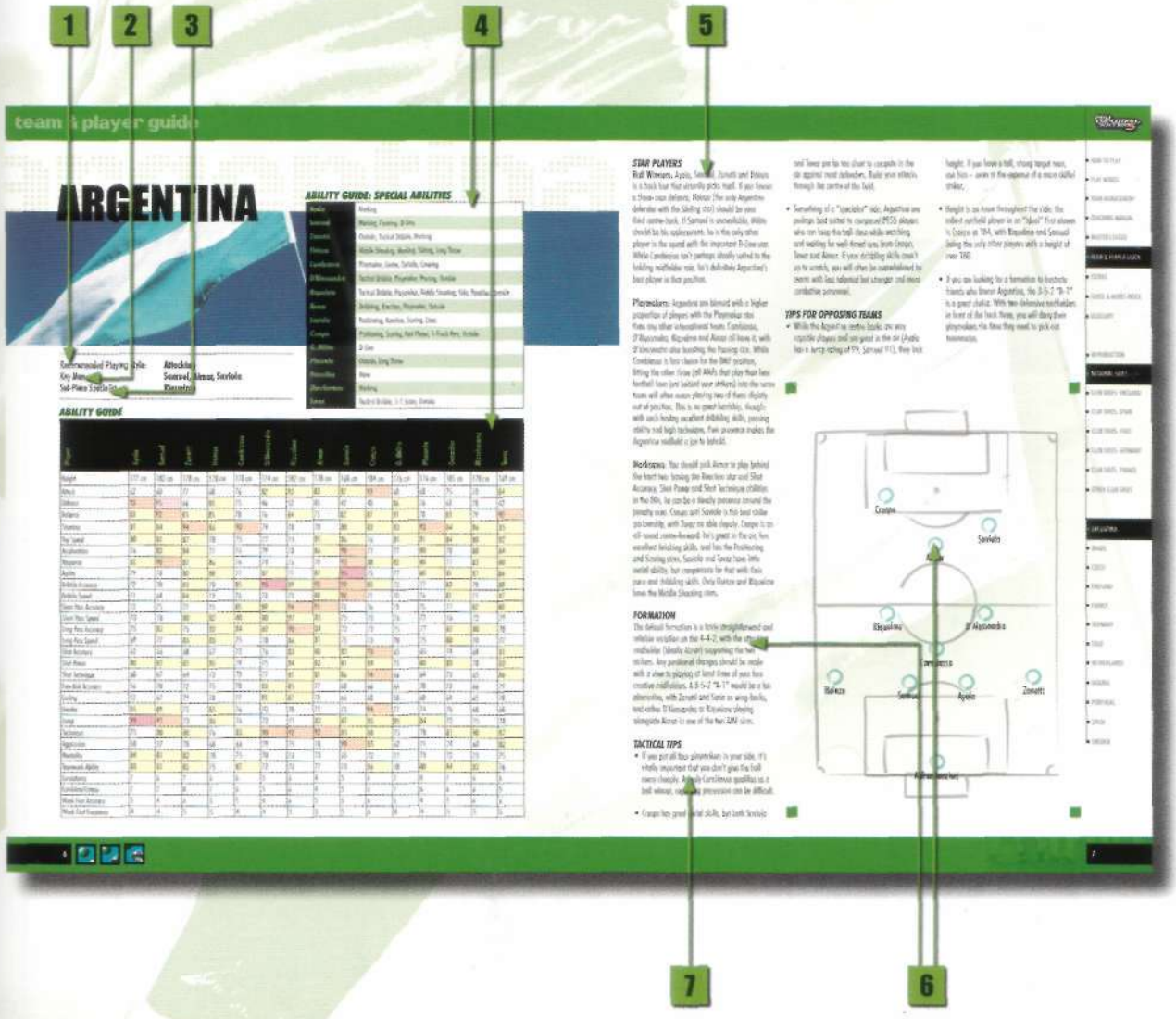

ARGENTINA

Recommended Playing Style: **Attacking**
Key Men: **Samuel, Aimar, Saviola**
Set-Piece Specialist: **Riquelme**

ABILITY GUIDE: SPECIAL ABILITIES

Ayala	Marking
Samuel	Marking, Covering, D-Line
Zanetti	Outside, Tactical Dribble, Marking
Heinze	Middle Shooting, Marking, Sliding, Long Throw
Cambiasso	Playmaker, Centre, Outside, Covering
D'Alessandro	Tactical Dribble, Playmaker, Passing, Outside
Riquelme	Tactical Dribble, Playmaker, Middle Shooting, Side, Penalties, Outside
Aimar	Dribbling, Reaction, Playmaker, Outside
Saviola	Positioning, Reaction, Scoring, Lines
Crespo	Positioning, Scoring, Post Player, 1-Touch Pass, Outside
G. Milito	D-Line
Placente	Outside, Long Throw
González	None
Mascherano	Marking
Tevez	Tactical Dribble, 1-1 Score, Outside

ABILITY GUIDE

Player	Ayala	Samuel	Zanetti	Heinze	Cambiasso	D'Alessandro	Riquelme	Aimar	Saviola	Crespo	G. Milito	Placente	González	Mascherano	Tevez
Height	177 cm	182 cm	178 cm	178 cm	178 cm	174 cm	182 cm	170 cm	168 cm	184 cm	176 cm	176 cm	185 cm	178 cm	169 cm
Attack	62	60	77	68	76	82	83	83	87	93	60	68	75	70	84
Defence	93	95	66	85	75	46	52	45	42	40	86	76	63	78	43
Balance	83	92	85	85	78	76	84	75	82	87	81	78	83	79	90
Stamina	81	84	94	86	90	79	78	78	80	82	83	93	84	86	85
Top Speed	80	81	87	78	75	77	74	85	86	76	81	81	84	80	82
Acceleration	76	82	84	77	76	79	73	86	90	77	77	80	78	80	84
Response	82	90	82	86	76	74	76	78	93	88	82	80	77	83	80
Agility	79	78	80	80	77	87	71	87	95	75	77	80	81	81	86
Dribble Accuracy	72	70	83	70	85	95	89	92	90	80	72	77	83	78	88
Dribble Speed	71	64	84	73	76	73	73	88	90	71	70	76	81	77	87
Short Pass Accuracy	72	75	77	75	85	89	94	91	73	76	73	75	77	82	80
Short Pass Speed	73	78	80	82	80	80	87	85	75	75	76	72	76	72	79
Long Pass Accuracy	75	82	75	82	84	82	90	84	72	73	75	77	82	80	78
Long Pass Speed	69	77	85	83	75	78	86	81	75	73	78	75	80	70	77
Shot Accuracy	62	66	68	67	72	76	83	80	82	93	65	65	74	68	81
Shot Power	80	82	85	85	79	75	84	83	81	84	75	80	83	78	83
Shot Technique	68	67	64	73	73	77	81	81	86	94	66	64	73	65	86
Free Kick Accuracy	56	70	72	75	78	83	85	77	68	66	66	70	73	66	79
Curling	52	67	79	78	77	81	87	78	66	68	58	68	68	65	78
Header	85	89	72	85	76	70	70	72	73	94	77	74	70	68	68
Jump	99	91	73	86	76	72	71	83	81	85	85	84	72	75	78
Technique	75	80	80	76	85	90	92	92	85	88	75	78	81	80	87
Aggression	58	57	78	68	66	79	75	78	90	85	62	71	74	60	82
Mentality	84	81	82	78	75	70	73	73	65	72	77	73	72	75	75
Teamwork Ability	83	81	85	75	82	72	73	77	73	86	78	80	84	82	76
Consistency	7	6	7	6	6	5	6	4	5	6	7	4	7	6	6
Condition/Fitness	7	7	8	7	6	5	6	4	5	6	7	6	6	6	5
Weak Foot Accuracy	5	4	6	5	5	4	6	5	5	6	5	4	5	6	6
Weak Foot Frequency	4	4	5	5	4	4	5	5	5	6	4	4	5	5	5

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STAR PLAYERS

Ball Winners: Ayala, Samuel, Zanetti and Heinze is a back four that virtually picks itself. If you favour a three-man defence, Heinze (the only Argentine defender with the Sliding star) should be your third centre-back. If Samuel is unavailable, Milito should be his replacement: he is the only other player in the squad with the important D-Line star. While Cambiasso isn't perhaps ideally suited to the holding midfielder role, he's definitely Argentina's best player in that position.

Playmakers: Argentina are blessed with a higher proportion of players with the Playmaker star than any other international team: Cambiasso, D'Alessandro, Riquelme and Aimar all have it, with D'alessandro also boasting the Passing star. While Cambiasso is first choice for the DMF position, fitting the other three (all AMFs that play their best football from just behind your strikers) into the same team will often mean playing two of them slightly out of position. This is no great hardship, though: with each having excellent dribbling skills, passing ability and high technique, their presence makes the Argentine midfield a joy to behold.

Marksmen: You should pick Aimar to play behind the front two: having the Reaction star, and the Shot Accuracy, Shot Power and Shot Technique abilities in the 80s, he can be a deadly presence around the penalty area. Crespo and Saviola is the best strike partnership, with Tevez an able deputy. Crespo is an all-round centre-forward: he's great in the air, has excellent finishing skills, and has the Positioning and Scoring stars. Saviola and Tevez have little aerial ability, but compensate for that with their pace and dribbling skills. Only Heinze and Riquelme have the Middle Shooting stars.

FORMATION

The default formation is a fairly straightforward and reliable variation on the 4-4-2, with the attacking midfielder (ideally Aimar) supporting the two strikers. Any positional changes should be made with a view to playing at least three of your four creative midfielders. A 3-5-2 "A-1" would be a fair alternative, with Zanetti and Sorin as wing-backs, and either D'Alessandro or Riquelme playing alongside Aimar in one of the two AMF slots.

TACTICAL TIPS

- If you put all four playmakers in your side, it's vitally important that you don't give the ball away cheaply. As only Cambiasso qualifies as a ball winner, regaining possession can be difficult.
- Crespo has good aerial skills, but both Saviola and Tevez are far too short to compete in the air against most defenders. Build your attacks through the centre of the field.
- Something of a "specialist" side, Argentina are perhaps best suited to composed PES5 players who can keep the ball close while watching and waiting for well-timed runs from Crespo, Tevez and Aimar. If your dribbling skills aren't up to scratch, you will often be overwhelmed by teams with less talented but stronger and more combative personnel.

TIPS FOR OPPOSING TEAMS

- While the Argentine centre-backs are very capable players and are good in the air (Ayala has a Jump rating of 99, Samuel 91), they lack height. If you have a tall, strong target man, use him – even at the expense of a more skilful striker.
- Height is an issue throughout the side: the tallest outfield player in an "ideal" first eleven is Crespo at 184, with Riquelme and Samuel being the only other players with a height of over 180.
- If you are looking for a formation to frustrate friends who favour Argentina, the 3-5-2 "B-1" is a great choice. With two defensive midfielders in front of the back three, you will deny their playmakers the time they need to pick out teammates.

BRAZIL

Recommended Playing Style: **Attacking**
Key Men: **Ronaldinho, Kaká, Adriano**
Set-Piece Specialist: **Roberto Carlos, Juninho & Adriano**

ABILITY GUIDE: SPECIAL ABILITIES

Luisão	-
Lucio	Reaction
Cafu	Dribbling
Roberto Carlos	Middle Shooting, Outside, Long Throw
Emerson	Outside
Juninho	Passing, Middle Shooting, Outside
Gilberto Silva	Centre, Marking, Covering
Kaká	Dribbling, Passing, Middle Shooting, Outside
Ronaldinho	Dribbling, Passing, Side, 1-Touch Pass, Outside
Adriano	Dribbling, Tactical Dribble, Scoring, Post Player, Middle Shooting, Side, Outside
Ze Roberto	Dribbling, Tactical Dribble, Outside
Baptista	Reaction, Penalties, Outside
Alex	Playmaker, Centre, Penalties, 1-Touch Pass, Outside
Robinho	Dribbling, Tactical Dribble, Side, Outside
Ronaldo	Dribbling, Positioning, Reaction, Scoring, 1-1 Score, Lines, Centre, 1-Touch Pass, Outside

ABILITY GUIDE

Player	Luisão	Lucio	Cafu	Roberto Carlos	Emerson	Juninho	Gilberto Silva	Kaká	Ronaldinho	Adriano	Ze Roberto	Baptista	Alex	Robinho	Ronaldo
Height	192 cm	187 cm	176 cm	168 cm	184 cm	178 cm	185 cm	186 cm	181 cm	189 cm	172 cm	183 cm	175 cm	172 cm	183 cm
Attack	65	75	78	79	79	85	70	85	93	90	85	84	84	80	97
Defence	75	86	60	65	77	63	83	54	43	36	59	55	45	25	32
Balance	92	92	79	78	88	77	86	84	84	98	74	89	70	66	89
Stamina	80	82	98	93	90	86	88	85	84	84	80	84	75	75	76
Top Speed	81	79	84	88	78	77	78	88	87	88	84	82	80	88	92
Acceleration	72	77	83	86	77	74	82	92	87	90	82	76	82	88	83
Response	75	85	75	80	80	70	80	84	78	81	71	76	71	73	86
Agility	66	78	78	87	75	76	73	83	93	82	86	80	81	91	80
Dribble Accuracy	72	77	85	81	80	83	76	89	97	86	92	76	83	96	95
Dribble Speed	75	78	86	88	74	75	74	93	91	82	69	72	79	93	85
Short Pass Accuracy	72	74	75	78	84	84	82	86	90	70	76	73	88	78	78
Short Pass Speed	70	76	77	87	83	75	82	85	84	78	79	78	78	72	75
Long Pass Accuracy	69	73	82	87	83	89	78	83	86	68	88	73	85	76	76
Long Pass Speed	73	74	85	97	78	81	75	83	86	88	81	71	76	71	74
Shot Accuracy	66	68	65	72	75	85	70	80	82	89	74	83	84	77	97
Shot Power	82	90	84	99	78	85	81	83	84	99	80	85	81	77	88
Shot Technique	72	69	64	67	72	80	71	81	87	88	75	80	85	77	93
Free Kick Accuracy	55	71	65	85	72	99	64	74	77	83	83	76	80	70	77
Curling	60	73	76	93	62	92	61	83	83	84	84	71	87	67	76
Header	84	87	70	67	85	64	80	77	76	84	66	83	76	73	71
Jump	79	80	73	88	81	70	82	83	79	86	77	83	76	84	72
Technique	73	75	80	90	85	89	82	92	97	88	89	83	88	95	92
Aggression	68	74	83	85	65	68	70	86	85	92	77	76	73	84	90
Mentality	67	75	75	86	80	78	68	73	73	67	72	68	69	65	75
Teamwork Ability	68	77	88	85	90	86	84	78	83	68	79	71	75	80	70
Consistency	4	6	7	5	7	7	6	5	6	5	6	5	4	5	5
Condition/Fitness	5	5	8	8	6	6	6	5	4	4	5	5	6	5	5
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Weak Foot Frequency	5	5	5	3	5	5	4	5	6	5	4	5	4	4	8

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CZECH
ENGLAND
FRANCE
GERMANY
ITALY
NETHERLANDS
NIGERIA
PORTUGAL
SPAIN
SWEDEN

STAR PLAYERS

Ball Winners: Cafu and Roberto Carlos are magnificent on the flanks, while Lucio and Luisão are the best bet for the heart of your defence. Playing both Emerson and Gilberto Silva (who has both the Marking and Covering stars) will add steel to your midfield, but accommodating both in your formation will mean you have to drop a more creative player. If you can only play one of the two, Emerson's strength, commitment and stamina make him the better choice.

Playmakers: Kaká and Ronaldinho both have a Passing star in addition to their quite phenomenal general abilities, and their dribbling skills will enable you to hold the ball while waiting for an opportunity to pick out a teammate in a scoring position. Diego and Juninho also have the Passing star, but attacking midfielder Alex has the hugely influential Playmaker star. Despite general stats lower than many of his peers, this makes him a fair choice for playing "in the hole" behind the two strikers – but not, of course, at the expense of Kaká or Ronaldinho if they are in at least reasonable condition...

Marksmen: Both Ronaldo and Adriano are world-class centre forwards, but Adriano has the edge in PES5: his greater height and strength makes him a more effective target man. Ideally, you will chose a formation that enables you to play both. Robinho's incredible dribbling skills make him an attractive alternative if either is out of shape, but remember that his shooting ability is rather less impressive. For shots from distance, Roberto Carlos, Juninho, Kaká and Adriano all have the Middle Shooting star.

FORMATION

Picking a formation for Brazil is a major headache: no matter which one you chose, you'll need to make compromises and leave stars on the bench. The default 4-3-1-2 can be highly effective, but a 4-4-2 "A-1" will enable you to play Kaká, Ronaldinho and either Juninho or Alex in advanced roles behind a mighty front pairing of Ronaldo and Adriano.

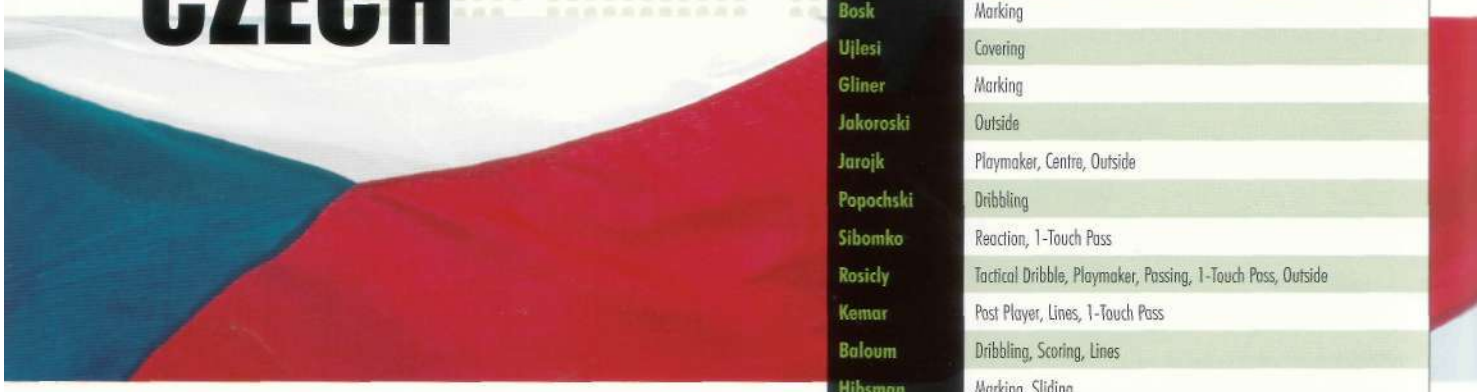
TACTICAL TIPS

- Try to supply Adriano with as many crosses as you can: his height and strength make him a handful for **any** central defender.
- Because Brazil lack a defender with the D-Line star, you should play your back line in a deeper position and avoid relying on the offside trap. You should also think about assigning a holding midfielder to a covering role to compensate for Lucio's occasional forays upfield (he has the Reaction star).
- Roberto Carlos can cross the ball with remarkable precision and outstanding pace. Whenever you attack along the left touchline, you should try to have him play the final ball if possible.

TIPS FOR OPPOSING TEAMS

- Play an aggressive pressing game: don't give Brazil's main creative talents (specifically Kaká and Ronaldinho) time and space on the ball.
- As Cafu and Roberto Carlos have high Aggression stats, they will regularly push forward to support the attack. Look to exploit the space they leave behind with quick counter-attacks.
- If you have fast strikers, try to play immediate through balls from midfield to catch out the Brazilian back line.

CZECH



Recommended Playing Style: **Direct, Counter-Attack**
Key Men: **Chemo, Rosicly, Kemar**
Set-Piece Specialist: **Jakoroski, Rosicly**

ABILITY GUIDE: SPECIAL ABILITIES

Bosk	Marking
Ujlesi	Covering
Gliner	Marking
Jakoroski	Outside
Jarojk	Playmaker, Centre, Outside
Popochski	Dribbling
Sibomko	Reaction, 1-Touch Pass
Rosicly	Tactical Dribble, Playmaker, Passing, 1-Touch Pass, Outside
Kemar	Post Player, Lines, 1-Touch Pass
Baloum	Dribbling, Scoring, Lines
Hibsman	Marking, Sliding
Galaek	Playmaker, Centre, Covering
Ragol Kodaki	None
Heinche	None
Lokobenek	Post Player, Lines, Centre, 1-Touch Pass

ABILITY GUIDE

Player	Bosk	Ujlesi	Gliner	Jakoroski	Jarojk	Popochski	Sibomko	Rosicly	Kemar	Baloum	Hibsman	Galaek	Ragol Kodaki	Heinche	Lokobenek
Height	188 cm	185 cm	184 cm	184 cm	194 cm	174 cm	176 cm	178 cm	202 cm	184 cm	180 cm	180 cm	189 cm	187 cm	196 cm
Attack	58	57	66	77	74	82	77	82	87	86	60	60	66	80	84
Defence	82	80	76	64	70	45	46	59	50	38	78	80	74	40	43
Balance	88	83	83	79	93	75	77	79	98	90	77	80	84	82	90
Stamina	80	82	84	88	82	84	85	82	87	84	82	83	84	80	74
Top Speed	70	74	80	82	75	85	88	85	69	88	78	76	77	85	75
Acceleration	70	70	76	83	72	86	85	86	70	88	79	75	72	80	71
Response	82	84	75	77	74	73	77	77	80	83	77	71	78	70	76
Agility	69	72	75	81	68	83	84	88	67	83	79	74	75	76	70
Dribble Accuracy	62	69	72	82	75	83	77	92	79	85	66	76	76	81	76
Dribble Speed	60	67	70	82	76	82	85	84	68	85	70	70	76	77	70
Short Pass Accuracy	68	70	70	77	83	77	75	94	80	70	67	81	75	70	77
Short Pass Speed	65	69	71	76	78	74	74	87	73	71	72	80	75	75	74
Long Pass Accuracy	74	74	71	85	82	83	75	87	68	70	72	80	74	73	72
Long Pass Speed	70	72	69	85	79	77	78	85	65	68	72	73	78	75	72
Shot Accuracy	58	57	66	75	68	76	79	70	82	79	55	64	65	79	82
Shot Power	72	79	83	87	89	82	82	82	85	82	74	84	82	85	80
Shot Technique	66	59	71	77	67	78	80	80	83	89	65	62	66	75	84
Free Kick Accuracy	50	53	60	82	74	77	70	80	77	72	55	63	65	78	59
Curling	50	50	63	85	68	78	74	82	75	71	61	55	62	80	62
Header	76	82	76	68	75	66	65	68	84	77	73	70	75	70	84
Jump	80	84	82	73	73	76	78	72	66	78	75	75	76	75	72
Technique	70	69	73	84	82	83	80	92	82	85	68	76	76	79	83
Aggression	54	60	74	76	70	84	88	69	70	95	66	58	78	80	80
Mentality	77	70	72	72	70	78	69	70	74	72	75	75	70	67	72
Teamwork Ability	75	70	74	85	82	83	76	80	85	72	78	88	80	68	77
Consistency	7	4	4	6	6	6	4	6	7	5	5	7	5	4	5
Condition/Fitness	6	5	5	6	6	6	4	4	6	5	5	7	5	4	4
Weak Foot Accuracy	5	5	5	4	5	6	5	6	5	6	5	6	5	5	6
Weak Foot Frequency	5	5	6	4	5	7	5	5	5	6	5	6	5	5	6

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STAR PLAYERS

Ball Winners: Galaek is actually a better defensive midfielder, but playing the strong and very tall Jarojk in a holding role will give you an aerial advantage in midfield that few (if any) international teams can match. Bosk and Ujlesi are competent centre-backs, with Rozurohil an imposing replacement if either is in poor condition. Jakoroski is more than just a full-back, but he's the only left-footed player in the squad that specialises in that position.

Playmakers: Three players in the Czech squad have the Playmaker star: Jarojk, Galaek and Rosicly, who also has the Passing star. The latter is easily the most naturally gifted player in the side – he's an excellent dribbler of the ball with great passing and finishing abilities – and is best played in a position just behind the two front men.

Marksmen: With a height of 202 and a Balance rating of 98, Kemar is a force to be reckoned with. Even the tallest central defenders will struggle to match his aerial prowess. Although he's by no means the fastest player that ever lived, he's surprisingly good with the ball at his feet, and his shooting skills are well above average. Baloum is a more conventional striker. Fast, strong and blessed with the Scoring and Lines stars, his skills should make him the first choice to partner the remarkable Kemar. That said, don't disregard reserve centre-forward Lokobenek. With a height of 196 and a solid range of abilities, he could be the second part of a truly intimidating strike force...

FORMATION

The default Czech formation has its defensive line in an unusually advanced position – which, given the absence of a centre-back with the D-Line star, is something of an oddity. With a number of very solid players but only a handful of real stars, a solid 3-5-2 "B-1" could be a much better choice. In addition to the greater defensive security, it will also enable you to play both Jarojk and Galaek in your first eleven.

TACTICAL TIPS

- With Kemar or Lokobenek in the side, try to pick them out with as many crosses as you can. Set Rosicly to make diagonal runs to either flank, and have both full-backs (or wing backs, if used) get forward on a regular basis. Set-pieces (particularly corner kicks) should be your forte when playing with this team. There's also something to be said for aiming long throws at Kemar when deep in your opponent's half.
- Assign the Counter-Attack strategy to a button, and use it to keep both strikers forward to facilitate fast breaks when your opponents surrender possession.
- Rosicly is your best and most creative player. Try to involve him as often as possible.

TIPS FOR OPPOSING TEAMS

- Stopping Kemar is half the battle in matches against the Czech Republic. Try to prevent Popochski, Sibomko, Jakoroski and Rosicly from putting in crosses, and don't casually give away corners – this is where Kemar is at his most dangerous.
- In Chemo, this team has one of the greatest keepers in PES5. As he has the 1-On-1 Stopper star, and a Keeper Skills rating of 93, you'll need to pick your shots carefully even when you have a clear run on goal.
- As this Czech side lack a defender with the D-Line star, their back line can lack discipline. If you have forwards with pace, try to provide them with early through-passes or long balls to chase.

ENGLAND

Recommended Playing Styles: **Attacking, Counter-Attack**
Key Men: **Ferdinand, Gerrard, Rooney**
Set-Piece Specialists: **Beckham, Lampard, Rooney, Hargreaves**

ABILITY GUIDE: SPECIAL ABILITIES

Ferdinand	Outside, Marking, Covering, D-Line
Terry	Marking, Covering, D-Line
Brown	Marking, Sliding, Long Throw
Ashley Cole	Dribbling, Outside, Marking, Sliding
Lampard	Positioning, Reaction, Passing, Middle Shooting, Penalties, 1-Touch Pass, Outside
Gerrard	Playmaker, Middle Shooting, Side, 1-Touch Pass, Outside, Sliding
Beckham	Passing, Middle Shooting, Side, Outside
Joe Cole	Dribbling, Tactical Dribble, Passing, Middle Shooting, Outside
Rooney	Dribbling, Tactical Dribble, Reaction, Passing, Scoring, 1-1 Score, Middle Shooting, Outside, Sliding
Owen	Positioning, Scoring, 1-1 Score, Lines, Outside
Carragher	Marking, Long Throw
Hargreaves	Playmaker
Jenas	Reaction, Passing, Middle Shooting
Wright-Phillips	Dribbling
Defoe	Dribbling, Scoring, Middle Shooting

ABILITY GUIDE

Player	Ferdinand	Terry	Brown	Ashley Cole	Lampard	Gerrard	Beckham	Joe Cole	Rooney	Owen	Carragher	Hargreaves	Jenas	Wright-Phillips	Defoe
Height	191 cm	186 cm	185 cm	173 cm	183 cm	186 cm	182 cm	175 cm	178 cm	176 cm	186 cm	180 cm	180 cm	168 cm	170 cm
Attack	66	63	63	79	84	83	80	79	83	91	63	75	75	79	85
Defence	97	89	79	69	65	74	60	52	50	35	85	68	60	49	43
Balance	91	90	84	82	84	90	78	75	88	84	88	77	74	76	78
Stamina	83	83	84	93	97	95	85	87	86	80	83	84	88	82	82
Top Speed	82	75	79	90	77	85	75	86	86	91	80	83	86	91	86
Acceleration	81	76	82	94	78	84	73	86	90	89	75	75	81	90	88
Response	93	84	78	84	87	76	80	86	84	91	78	73	72	78	80
Agility	76	72	77	90	75	81	77	92	85	90	75	77	79	90	90
Dribble Accuracy	78	75	70	80	83	80	78	94	88	89	69	80	86	85	81
Dribble Speed	77	70	74	87	75	82	73	88	86	87	70	75	82	88	80
Short Pass Accuracy	79	76	71	76	85	88	84	88	85	75	78	80	83	78	76
Short Pass Speed	80	70	71	77	85	95	88	83	82	72	78	75	77	69	70
Long Pass Accuracy	83	78	70	82	86	94	99	82	83	69	65	86	81	72	81
Long Pass Speed	77	75	77	83	85	95	96	80	84	70	73	83	79	76	76
Shot Accuracy	64	64	59	71	85	82	77	79	85	92	63	70	76	77	84
Shot Power	82	82	78	80	90	93	88	82	89	80	80	78	86	85	81
Shot Technique	62	63	60	70	83	83	71	78	88	94	63	72	78	79	84
Free Kick Accuracy	65	60	63	70	80	82	97	75	82	60	58	80	70	65	71
Curling	67	62	70	76	83	75	98	79	80	70	60	86	77	70	71
Header	83	89	81	74	79	72	68	64	74	77	84	68	65	65	77
Jump	85	86	83	87	75	72	67	82	73	84	83	72	78	72	82
Technique	83	76	73	82	85	83	88	93	88	85	70	82	85	84	84
Aggression	63	66	65	87	83	80	74	90	87	90	65	69	78	83	74
Mentality	86	85	65	83	82	83	82	72	80	76	84	73	74	71	66
Teamwork Ability	82	83	72	77	92	80	75	75	80	88	78	79	80	72	74
Consistency	8	7	4	5	7	6	7	5	4	6	7	6	4	5	5
Condition/Fitness	7	6	3	7	8	6	7	5	4	4	8	6	4	5	4
Weak Foot Accuracy	5	6	5	4	6	6	5	6	5	5	5	7	5	5	5
Weak Foot Frequency	5	6	5	3	5	6	5	5	5	5	5	7	5	5	5

STAR PLAYERS

Ball Winners: Ferdinand and Terry are a rock-solid partnership in the centre of defence: both have the Marking, Covering and D-Line stars. Ashley Cole and Brown have the Marking and Sliding stars, and should be your first choice full-backs. In the centre of midfield, the versatile Gerrard is England's best holding midfielder. The problem, though, is that playing him in a deep role often denies you his services in the area that he can be at his most dangerous: around your opponent's 18-yard box.

Playmakers: If there's one thing that England do not lack, it's creative midfielders. Lampard, Beckham, Joe Cole, Rooney, Jenas and Downing all have the Passing star; Gerrard and Hargreaves have the Playmaker star. Gerrard and Beckham are two of the best passers in the PES5 (with a Long Pass Accuracy rating of 99 and Long Pass Speed at 96, Beckham's crosses are outstanding), while Joe Cole and Rooney are great dribblers of the ball.

Marksmen: The pairing of Rooney (with the Scoring and 1-1 Score stars) and Owen (Scoring, 1-1 Score, Lines) is your strongest strike partnership, with Defoe and (to a lesser extent) Johnson being capable replacements should either be in poor condition. What is more impressive about England, though, is the sheer number of players with the Middle Shooting ability: Lampard, Gerrard, Beckham, Joe Cole, Rooney, Jenas and Defoe all have it, with Lampard and Gerrard being particularly good at first-time shots and volleys. If the ball runs loose in your opponent's half, don't hesitate to make an attempt on goal. With the Positioning and Reaction stars in addition to a Shot Power of 90, you should either encourage Lampard to make regular forward runs, or position him "in the hole" behind the two strikers.

FORMATION

With players to suit every potential role, an additional bonus when you play with England is the team's sheer flexibility. Unlike many other teams, you can easily switch them to a 4-3-3, 4-5-1, 3-4-3 or 3-5-2 without having to place too many square pegs in round holes. One option that is worth considering is a 4-3-3 with an aggressive counter-attacking strategy.

TACTICAL TIPS

- As England's forwards aren't typified by their aerial ability, most teams will clear your crosses with ease unless you can pick out a man in space: there's no point in blindly pumping high balls into the 18-yard-box. Owen and Rooney are at their best with the ball played to their feet, and have sufficient dribbling skills to create space to make a shot in even the most packed of penalty areas.

- England's main strength is its midfield. You have players who are just as good at shooting from range as they are at threading passes through for strikers to chase.

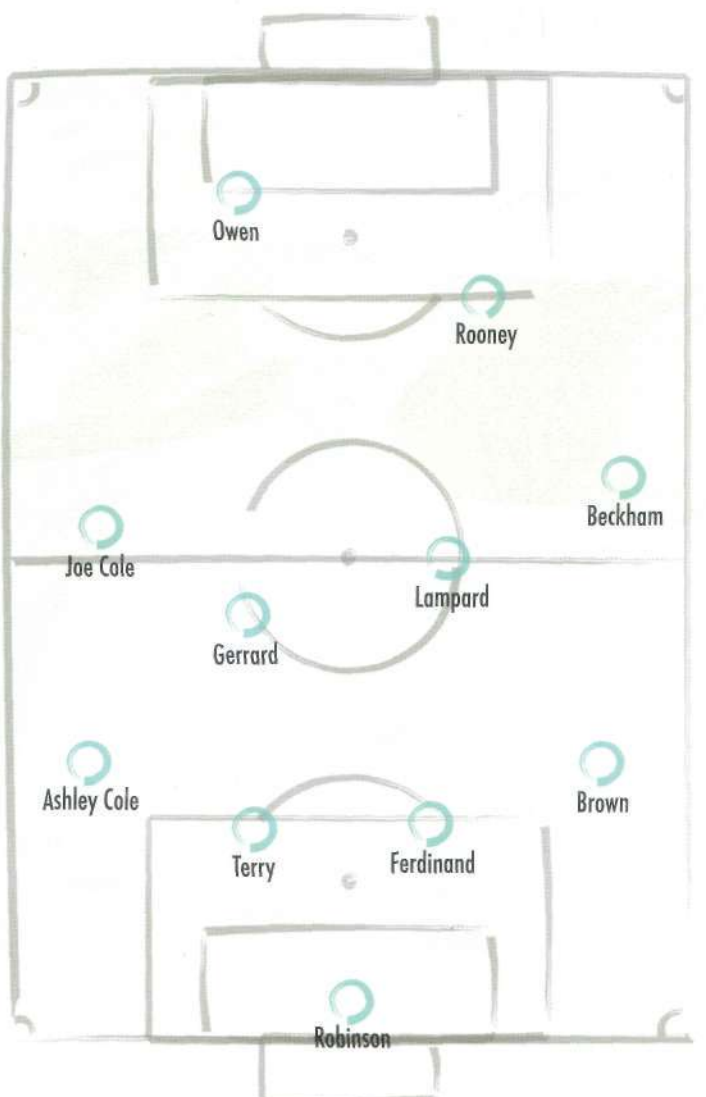
- If you're happy to allow opposing teams time on the ball to draw them forward, England can be deadly on the break. Use the manual counter-attack strategy to force your forwards to stay upfield, then use Gerrard or Beckham to split the opposition's defence with long-range passes.

TIPS FOR OPPOSING TEAMS

- Ashley Cole and Joe Cole have high Aggression ratings, and will move into advanced positions at every opportunity. Use the space they leave on the left to your advantage.

- Don't allow Lampard and Gerrard time on the ball outside your penalty area: they can (and will) shoot unless quickly closed down.

- One of the best ways to frustrate England is to play two holding midfielders in front of your back line (the 3-5-2 "B-1" is ideally suited to this purpose).



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FRANCE

Recommended Playing Style: **Attacking**
Key Men: **Vieira, Zidane, Henry**
Set-Piece Specialists: **Henry, Zidane**

ABILITY GUIDE: SPECIAL ABILITIES

Squillaci	Marking, D-Line
Thuram	Outside, Marking, Sliding
Gallas	Marking
Evra	Outside
Vieira	Reaction, Playmaker, Outside, Marking, Sliding
Makelele	Outside, Covering
Giuly	Reaction, Lines, Side, 1-Touch Pass, Outside
Zidane	Tactical Dribble, Playmaker, Middle Shooting, 1-Touch Pass, Outside
Trezeguet	Positioning, Scoring, Centre, 1-Touch Pass, Outside
Henry	Dribbling, Tactical Dribble, Reaction, Passing, Scoring, 1-1 Score, Middle Shooting, Side, Penalties, Outside
Boumsong	Marking
Pedretti	Passing, Middle Shooting, Outside
Dhorasoo	Tactical Dribble, Passing
Pires	Dribbling, Passing, 1-1 Score, Middle Shooting, Outside
Wiltord	Dribbling, Side, Outside

ABILITY GUIDE

Player	Squillaci	Thuram	Gallas	Evra	Vieira	Makelele	Giuly	Zidane	Trezeguet	Henry	Boumsong	Pedretti	Dhorasoo	Pires	Wiltord
Height	185 cm	185 cm	181 cm	174 cm	191 cm	170 cm	164 cm	185 cm	190 cm	188 cm	190 cm	177 cm	168 cm	188 cm	174 cm
Attack	55	62	65	72	73	64	82	88	94	98	53	78	75	85	84
Defence	85	93	82	68	82	85	56	54	40	33	83	65	60	58	43
Balance	86	90	82	80	91	77	79	93	88	84	87	78	74	83	80
Stamina	79	82	86	88	90	95	87	78	81	80	84	88	88	82	82
Top Speed	75	83	85	88	80	85	85	72	78	92	78	79	84	83	85
Acceleration	75	83	83	85	81	84	87	76	78	96	79	81	83	82	87
Response	80	88	76	77	84	88	82	81	95	87	78	82	75	77	81
Agility	74	82	80	83	72	85	90	77	72	82	72	79	86	78	85
Dribble Accuracy	61	78	70	73	84	79	88	96	74	94	72	76	87	92	80
Dribble Speed	62	75	77	80	78	71	85	76	69	85	73	75	83	83	84
Short Pass Accuracy	60	76	69	75	86	81	80	96	74	85	75	88	83	89	75
Short Pass Speed	66	78	77	69	90	82	80	88	77	81	76	76	73	86	78
Long Pass Accuracy	65	76	69	77	83	70	81	92	69	83	76	86	81	84	73
Long Pass Speed	68	78	70	76	84	70	80	90	66	83	77	82	76	78	76
Shot Accuracy	58	59	61	65	72	59	83	81	95	95	60	72	74	86	80
Shot Power	83	80	76	77	85	74	80	90	80	88	84	75	84	83	83
Shot Technique	67	62	63	65	70	62	85	86	96	93	60	69	72	84	83
Free Kick Accuracy	61	56	60	63	69	58	68	86	56	86	62	82	72	77	66
Curling	43	60	43	67	67	60	72	84	62	84	61	80	77	85	70
Header	82	78	71	73	75	74	65	76	95	70	73	71	70	65	80
Jump	80	89	85	72	80	90	72	73	86	80	85	73	85	74	85
Technique	60	79	71	78	85	82	86	99	86	97	75	86	85	88	80
Aggression	58	60	67	82	73	62	80	75	89	85	51	72	76	83	83
Mentality	69	77	68	66	82	70	86	80	79	72	70	78	65	74	72
Teamwork Ability	75	79	75	73	88	95	83	80	82	82	74	72	82	80	75
Consistency	5	7	5	5	7	7	7	8	6	5	5	6	5	6	5
Condition/Fitness	6	7	6	6	6	7	6	6	6	3	5	7	7	4	5
Weak Foot Accuracy	5	5	5	4	5	5	6	8	6	6	5	5	5	6	5
Weak Foot Frequency	5	5	5	4	6	4	6	7	5	5	5	5	5	5	5

STAR PLAYERS

Ball Winners: Thuram is the most talented defender in the side, and is best used as a centre-back. You should use Squillaci as his partner; Boumsong may be a better player, but Squillaci is the only centre-back in the team with the D-Line star. Whichever formation you opt for should feature Vieira and Makelele at the heart of its midfield. Both are adept at regaining possession, and can form a daunting barrier in front of your back line.

Playmakers: Vieira and Zidane have the Playmaker star, and Henry, Pedretti, Dhorasoo, Meriem and Pires all possess the Passing star. Zidane, obviously, is the greatest creative influence in the side. With some truly outstanding abilities – his Dribble Accuracy and Short Pass Accuracy are 96, his Technique is 99 and his Consistency 8 – he can beat any marker and regularly pick out teammates with pin-point precision.

Marksmen: Henry and Trezeguet is a fearsome pairing. Henry's pace, dribbling skills, technique, marksmanship and wide range of special ability stars make him arguably the greatest all-round striker in PES5. The only thing he can be said to lack is aerial skills – which, in a neat twist for those controlling this French side, is target man Trezeguet's area of expertise. Zidane, Giuly and Pires are all composed in front of goal, and four players – Zidane, Henry, Pedretti and Pires – have the Middle Shooting star. A lack of goals should never, ever be a problem with this team.

FORMATION

Although there's nothing wrong with the default formation per se, the French players are ideally suited to a slightly modified version of the 3-5-2 "B-1". With Giuly and Pires playing as side midfielders (not wing backs!) on either flank, Makelele and Vieira in the centre of the park, Zidane behind the obvious front pairing and either Gallas or Boumsong playing as the extra centre-back, you'll have an almost perfectly balanced team.

TACTICAL TIPS

- Makelele and Vieira are the heartbeat of your side. Both have high Teamwork ratings (and, in Vieira's case, the Playmaker star).
- Having Makelele and Vieira in the side means that you can confidently set Henry, Trezeguet and Zidane to perform minimal defensive duties.
- With Zidane on the ball, watch carefully for runs made by Giuly, Henry and – less so, because he's generally in a deeper role – Vieira, as all three have the Reaction star. With the Positioning star, Trezeguet will generally be one step ahead of all but the best marker, so try to supply him with frequent crosses.

TIPS FOR OPPOSING TEAMS

- France are defensively weaker on the wings, so try to use your players on the touchline when you can. If you attempt to play all your football through the centre of the park, you'll regularly hit the brick wall of Vieira and Makelele.
- You might assume (perhaps rightly) that Henry's skills make him France's most potent threat in and around your 18-yard-box, but Trezeguet's predatory instincts are prodigious: his shooting skills (he has Shot Accuracy and Technique of 95 and 96 respectively) should not be underestimated.
- Do everything you can to make life as uncomfortable as possible for Zidane. Although his technical attributes are beyond reproach he's not particularly fast, and his Stamina rating of 78 means that he'll tire quickly.

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GERMANY

Recommended Playing Style: **Defensive, Counter-Attack**
Key Men: **Kalm, Bannoz, Eyuct**
Set-Piece Specialists: **Smeider**

ABILITY GUIDE: SPECIAL ABILITIES

Merilrecker	None
Woenalz	Covering, D-Line
Hinuzel	Dribbling, Outside
Rome	Dribbling
Eyuct	Reaction, Playmaker, Centre
Smeider	Outside
Azaona	Reaction, Side
Bannoz	Tactical Dribble, Passing, Middle Shooting, 1-Touch Pass
Knoda	Positioning, Scoring
Knori	Scoring, Post Player
Bammamu	Marking, Covering
Bottinski	Centre
Hitmacher	Passing, Middle Shooting
Slinslizel	Dribbling, Reaction
Pomatski	Reaction

ABILITY GUIDE

Player	Merilrecker	Woenalz	Hinuzel	Rome	Eyuct	Smeider	Azaona	Bannoz	Knoda	Knori	Bammamu	Bottinski	Hitmacher	Slinslizel	Pomatski
Height	196 cm	184 cm	183 cm	170 cm	183 cm	176 cm	180 cm	189 cm	183 cm	190 cm	187 cm	194 cm	183 cm	180 cm	180 cm
Attack	50	59	76	74	74	80	80	86	83	84	62	73	73	78	79
Defence	79	92	70	66	70	65	56	56	47	46	83	69	66	52	49
Balance	92	84	80	75	80	76	85	92	82	85	88	85	80	85	75
Stamina	80	83	82	85	88	86	86	84	79	78	80	82	86	82	80
Top Speed	70	81	80	84	81	76	86	76	81	77	73	76	82	77	82
Acceleration	65	75	82	83	76	74	83	75	85	75	71	70	76	75	85
Response	74	83	78	68	75	71	87	79	86	79	79	73	80	68	76
Agility	68	70	86	81	76	75	79	77	77	78	69	69	76	81	81
Dribble Accuracy	69	69	83	81	77	85	77	86	80	80	70	79	73	84	76
Dribble Speed	62	79	86	81	78	77	86	77	77	70	62	71	70	83	81
Short Pass Accuracy	62	70	73	72	80	80	71	86	75	72	74	79	78	82	76
Short Pass Speed	70	74	76	70	78	78	69	85	71	69	72	78	72	74	72
Long Pass Accuracy	65	74	75	70	81	92	71	85	70	64	76	80	82	80	75
Long Pass Speed	72	72	77	69	73	84	80	81	69	63	73	77	76	80	72
Shot Accuracy	50	60	69	64	74	80	78	83	83	81	60	60	78	73	77
Shot Power	80	76	83	74	81	80	85	97	81	80	78	82	86	84	82
Shot Technique	52	60	70	66	68	76	78	81	85	80	58	64	72	70	78
Free Kick Accuracy	55	57	72	58	69	87	57	76	57	57	54	74	73	78	66
Curling	50	60	70	66	62	85	50	74	55	54	55	70	75	79	65
Header	80	81	69	60	72	68	75	86	92	86	80	75	69	69	70
Jump	72	78	69	77	81	74	82	81	90	82	75	77	78	73	77
Technique	67	70	79	78	82	85	76	91	82	80	73	80	80	86	79
Aggression	60	64	78	82	66	68	85	80	82	75	50	64	63	77	88
Mentality	70	80	75	70	72	79	69	83	71	75	84	67	70	71	69
Teamwork Ability	70	84	79	77	80	80	67	85	79	80	85	70	68	75	66
Consistency	5	7	5	5	6	6	4	7	4	5	6	5	5	5	4
Condition/Fitness	5	6	5	5	6	7	4	5	4	5	7	4	4	5	4
Weak Foot Accuracy	5	5	5	5	5	6	5	7	6	6	5	5	4	5	5
Weak Foot Frequency	5	5	6	5	6	5	5	7	6	6	5	5	4	5	5

STAR PLAYERS

Ball Winners: Woenalz, a centre-back with solid technical ability, a Defence rating of 92 and the D-Line and Covering stars, should be a mainstay of your back line. With a height of 196 and a Balance rating of 92, Merilrecker can often reign supreme in aerial encounters, but his lack of pace will sometimes be a problem. If you face a side with small but fast strikers who are generally supplied with through balls from the centre of the park (such as England or Argentina), then Hulko and Bammamu have better Top Speed, Acceleration and Response abilities. Eyuct is your best defensive midfielder.

Playmakers: Eyuct has the Playmaker star; only Hitmacher and Bannoz have the Passing star. Bannoz is far and away the brightest talent in this German side. He's comfortable with both feet, has a Balance of 92, Shot Power of 97, Technique of 91, Consistency of 7, and is an absolutely vital part of your team. Smeider is a good crosser of the ball and can dribble well, but lacks pace: he may struggle when pitted against fast full-backs.

Marksmen: Knoda and Knori are both great in the air; they each have the Scoring star (Knoda also has the Positioning star), and are strong target men that are comfortable playing with their backs to goal. On the bench, your only real alternative to either is Pomatski, a more compact striker (he can also play in the AMF, SS and WG positions) with the Reaction star as his most noteworthy attribute. Bannoz can strike the ball with venom from great distances.

FORMATION

Hitmacher is both left-footed and has the Passing star but, with pace being something this German side lacks, we often prefer the faster and more manoeuvrable Azaona on the left side. As supplying crosses to Knoda and Knori is so important, a 4-4-2 seems the best choice. Without full-backs to support your side midfielders, it will be difficult to create the necessary space on either touchline.

TACTICAL TIPS

- Supply Knoda and Knori with as many crosses as you can, and use the manual Counter-Attack strategy to keep both of them upfield.
- If you take the lead, there's no real ignominy in adopting a more defensive outlook and playing a more "physical" game: the strength of its players means that this side is suited to this style of play. Use the "manual" Attack/Defence setting to move your team back when required.
- Set-pieces are your chance to use the aerial ability of Knoda, Knori and Bannoz. Take your time: wait for a player to arrive in a good position, and don't allow yourself to be cajoled into hurrying by human opponents.

TIPS FOR OPPOSING TEAMS

- Don't make the mistake of thinking that this German side is substantially weaker than teams such as England, Brazil or Argentina – it has many strong and tenacious athletes, and can be a very difficult side to play against.
- It's vital that you prevent the supply of crosses to the two target men. You should also do your utmost to avoid conceding corners (and, indeed, free kicks in wide positions).
- The most palpable weakness of this German side is its lack of pace. If you have fast strikers and wingers, be sure to play them.

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ITALY

Recommended Playing Style: **Attacking**
Key Men: **Nesta, Pirlo, Totti**
Set-Piece Specialists: **Totti, Pirlo**

ABILITY GUIDE: SPECIAL ABILITIES

Nesta	Outside, Marking, Covering, D-Line
Cannavaro	Marking, Covering, D-Line
Zambrotta	Dribbling, Outside
Chiellini	Reaction, Long Throw
Gattuso	Middle Shooting, Marking, Sliding, Covering
Pirlo	Tactical Dribble, Playmaker, Passing, Middle Shooting, Centre, Penalties, 1-Touch Pass, Outside
Camoranesi	Dribbling, Tactical Dribble, Outside
Cassano	Dribbling, Tactical Dribble, Reaction, Passing, 1-1 Score, Side, 1-Touch Pass, Outside
Totti	Tactical Dribble, Passing, Scoring, 1-1 Score, Middle Shooting, Penalties, 1-Touch Pass, Outside
Gilardino	Positioning, Scoring, Post Player, Lines, Centre, 1-Touch Pass, Outside
Materazzi	Marking, Sliding
Blasi	Marking, Sliding
Esposito	Dribbling, Reaction, Side
Montella	Positioning, Scoring, 1-1 Score, Lines, Penalties
Toni	Positioning, Scoring, Post Player, 1-Touch Pass

ABILITY GUIDE

Player	Nesta	Cannavaro	Zambrotta	Chiellini	Gattuso	Pirlo	Camoranesi	Cassano	Totti	Gilardino	Materazzi	Blasi	Esposito	Montella	Toni
Height	187 cm	176 cm	181 cm	186 cm	177 cm	177 cm	174 cm	175 cm	180 cm	184 cm	193 cm	178 cm	172 cm	172 cm	193 cm
Attack	63	57	79	73	65	81	83	84	90	91	67	63	80	93	85
Defence	97	94	68	69	80	63	64	28	35	35	84	74	47	33	41
Balance	86	87	83	84	85	74	78	85	88	88	92	85	72	73	91
Stamina	84	83	96	83	97	83	90	76	80	84	82	92	80	86	78
Top Speed	81	77	85	82	81	75	82	86	76	86	72	76	85	85	76
Acceleration	80	81	75	77	82	74	86	88	78	86	70	76	86	88	74
Response	95	86	77	75	88	73	75	82	86	92	75	82	80	94	80
Agility	79	84	82	76	78	76	86	87	81	83	68	76	86	88	73
Dribble Accuracy	76	72	83	75	69	91	90	95	90	78	72	74	84	87	78
Dribble Speed	77	75	86	79	74	75	83	87	80	72	69	70	84	84	71
Short Pass Accuracy	76	70	77	73	70	94	79	85	92	76	75	74	77	78	75
Short Pass Speed	76	74	82	73	75	86	74	81	92	76	74	76	78	80	71
Long Pass Accuracy	76	73	82	80	67	97	85	82	92	72	79	73	79	76	66
Long Pass Speed	67	77	83	74	72	83	74	79	88	73	80	73	81	76	70
Shot Accuracy	58	58	70	62	64	75	75	85	89	89	71	63	79	94	85
Shot Power	80	85	84	82	84	81	84	78	91	82	87	82	81	75	79
Shot Technique	60	60	73	65	66	70	76	85	90	93	69	65	80	88	86
Free Kick Accuracy	60	69	70	58	59	86	75	73	82	65	82	52	69	75	53
Curling	63	63	74	67	58	93	80	77	85	60	80	63	70	72	61
Header	82	81	68	71	72	66	79	71	80	84	84	69	76	87	83
Jump	86	95	74	80	72	65	82	74	77	78	72	75	77	86	74
Technique	77	76	83	75	71	94	88	95	94	87	74	75	80	88	86
Aggression	62	58	77	80	65	66	75	92	82	95	64	58	80	96	75
Mentality	72	80	79	69	94	65	74	73	76	78	73	75	72	74	70
Teamwork Ability	84	80	86	80	80	90	85	75	82	82	77	73	76	85	75
Consistency	6	7	6	5	7	6	5	2	3	6	4	5	6	7	5
Condition/Fitness	6	7	7	6	7	6	6	3	3	7	5	5	6	4	5
Weak Foot Accuracy	5	5	6	6	5	7	5	6	5	6	3	5	6	7	5
Weak Foot Frequency	5	5	6	5	5	6	5	5	6	5	3	4	5	6	5

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STAR PLAYERS

Ball Winners: Nesta and Cannavaro are a formidable duo in defence. Nesta has a Defence rating of 97 and his Response stat is a blinding 95; Cannavaro compensates for his relative lack of height (at 176, he's an unusually short centre-back) with a Jump attribute of 95, Defence at 94 and Consistency at 7. Both have the Marking, Covering and D-Line stars. In midfield, Gattuso has boundless energy, great physical attributes and the Marking, Sliding and Covering stars.

Playmakers: Virtuoso midfielder Pirlo is Italy's most inventive player. His technical stats are outstanding (Dribble Accuracy 91, Short Pass Accuracy 94, Long Pass Accuracy 97, Technique 94, Teamwork 90), and he has both the Playmaker and Passing stars. Positioned in a deep role in the default formation, he might be more gainfully employed behind Italy's strikers. Cassano and Totti each have the Passing star and great ability levels, but this is tempered by their low Consistency ratings (2 and 3 respectively).

Marksmen: Your biggest dilemma when playing as Italy is who to play up front with Totti. Each of the three main choices (four if you count support striker Cassano) has something to offer. For us, Gilardino has the edge. Montella might have fractionally better overall stats, but Gilardino is taller, stronger, has higher Shot Power and Shot Technique abilities, and is better with first-time shots and volleys. If a team is defending from a deep position and is proving difficult to break down, Toni's height (he's very tall at 193) makes him a great target man. Gattuso, Pirlo and Totti all have the Middle Shooting star.

FORMATION

Italy's 4-2-2-2 formation is something of an acquired taste. It can be very effective when you're in possession, but quite the opposite when you're not. The lack of manpower on the touchlines is a big issue, especially if your full-backs are upfield when you lose the ball. Consider using a 4-4-2 or 3-5-2 instead. The 3-5-2 "A-1", for example, would enable you to play both Cassano and Pirlo as attacking midfielders.

TACTICAL TIPS

- The technique and passing ability of Italy's players is very high, so they're the perfect side if you enjoy intricate passing moves. In addition to good all-round teamwork, a number of players are notable for their off-the-ball movement: Chiellini, Cassano, De Rossi, Diana and Esposito all have the Reaction star, and Gilardino, Diana, Montella and Toni have the Positioning star.
- If you're playing a side with a very tall striker, make a note of his position and arrange Cannavaro and Nesta accordingly, ensuring that Nesta will be closest to him for most aerial battles. It might actually be simpler to just replace Cannavaro with the much taller Materazzi.
- Gattuso has the Sliding star, so don't be afraid to commit him to tough tackles. You should, obviously, moderate your approach if he picks up a yellow card.

TIPS FOR OPPOSING TEAMS

- If your opponent is playing the default 4-2-2-2 formation, you can cause them a great deal of anguish by concentrating your attacks along the touchlines. As soon as players move over to counter the threat, switch the play with a crossfield ball.
- If Italy's creative players (particularly Pirlo, Camoranesi and Totti) are causing difficulties, think about switching to a five-man midfield to deny them space to operate in.
- Pick your shots carefully: Buffon is an outstanding goalkeeper, and has the 1-On-1 Stopper ability.

NETHERLANDS

Recommended Playing Style:	**Attacking, Counter-Attack**
Key Men:	**Von Mistelroum, Smajnel, Hofu**
Set-Piece Specialists:	**Smajnel, Farzel Gaart**

ABILITY GUIDE: SPECIAL ABILITIES

Boulezoze	Marking
Heirufinga	Middle Shooting, Marking, Sliding, D-Line
De Jortz	Reaction, Marking, Sliding
Zouda	Middle Shooting, Marking
Hofu	Positioning, Reaction, Playmaker, 1-Touch Pass, Outside, Covering, D-Line
Von Bokkur	Reaction, Passing, Middle Shooting, Penalties, 1-Touch Pass, Outside, Sliding
Smajnel	Reaction, Passing, Middle Shooting, Centre
Mahaali	Positioning, Scoring, 1-Touch Pass
Roquel	Dribbling, Reaction, Outside
Von Mistelroum	Positioning, Scoring, 1-1 Score, Past Player, Lines, Penalties, 1-Touch Pass
V. Blockoost	None
Farzel Gaart	Tactical Dribble, Passing, 1-Touch Pass, Outside
Carijalun	Dribbling
Kaliko	1-Touch Pass
Basimo	Dribbling, Tactical Dribble, Scoring, Middle Shooting

ABILITY GUIDE

Player	Boulezoze	Heirufinga	De Jortz	Zouda	Hofu	Von Bokkur	Smajnel	Mahaali	Roquel	Von Mistelroum	V. Blockoost	Farzel Gaart	Carijalun	Kaliko	Basimo
Height	182 cm	180 cm	174 cm	180 cm	183 cm	187 cm	170 cm	188 cm	180 cm	188 cm	178 cm	175 cm	168 cm	183 cm	185 cm
Attack	59	68	69	70	68	78	75	93	81	94	72	83	78	86	73
Defence	77	79	74	82	85	66	60	42	53	38	71	53	40	45	36
Balance	85	82	81	86	86	88	73	85	83	90	77	78	75	84	86
Stamina	87	84	88	84	82	87	82	79	78	82	85	80	82	88	76
Top Speed	75	80	81	77	74	76	78	86	90	84	81	77	86	78	86
Acceleration	77	79	82	76	73	75	80	83	90	85	74	78	82	75	85
Response	80	82	85	77	76	78	82	91	73	94	69	85	71	81	83
Agility	77	78	84	72	72	71	87	80	88	84	74	82	86	75	83
Dribble Accuracy	65	76	74	78	78	80	86	78	92	82	75	85	81	82	86
Dribble Speed	71	76	83	75	71	76	82	77	95	83	75	83	83	77	85
Short Pass Accuracy	73	78	68	80	80	85	86	74	75	76	77	85	67	78	72
Short Pass Speed	70	82	72	82	81	84	80	73	77	76	82	84	80	76	70
Long Pass Accuracy	70	84	68	83	82	85	90	75	77	76	86	84	74	76	67
Long Pass Speed	69	87	72	84	81	88	86	76	81	77	82	83	76	74	65
Shot Accuracy	55	67	69	71	74	77	74	91	79	95	73	84	74	86	77
Shot Power	79	85	79	87	84	93	85	86	83	84	84	83	78	81	86
Shot Technique	56	68	72	69	78	74	78	95	77	94	69	90	78	84	84
Free Kick Accuracy	59	68	58	80	73	78	85	73	74	73	83	83	76	64	64
Curling	50	66	59	85	76	84	92	72	80	77	87	86	75	57	60
Header	74	81	79	72	86	80	68	84	66	83	71	75	61	76	79
Jump	80	82	87	75	82	74	74	80	73	82	79	77	78	74	85
Technique	65	81	76	78	81	86	84	85	87	87	77	88	79	85	86
Aggression	65	70	72	70	72	76	76	88	89	94	71	83	84	75	90
Mentality	76	78	68	76	88	85	76	79	77	78	77	77	70	74	67
Teamwork Ability	80	78	72	80	94	86	75	80	75	76	71	79	60	82	65
Consistency	6	5	4	5	8	5	4	6	5	7	7	4	5	7	3
Condition/Fitness	6	5	6	7	7	5	4	7	4	5	5	3	4	7	3
Weak Foot Accuracy	4	6	5	4	5	6	8	7	4	5	4	5	5	5	5
Weak Foot Frequency	5	5	5	4	4	5	8	7	4	5	3	4	5	5	5

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STAR PLAYERS

Ball Winners: The primary weakness of this Dutch side is that it doesn't really have any traditional centre-backs. If you feel more comfortable with a back line of tall and strong defenders, this side is not for you. Heirufinga should be the first player you chose for the centre of the defence. Although he's a well-rounded player who can also play as a defensive midfielder, only he and Hofu have the important D-Line star – but Hofu is better used in a holding role. Choosing the player to put alongside Heirufinga is a real headache. Melonahat is, at 187, your only tall defender, but – with due irony – he has a Header ability of only 68. We choose Boulezoze on account of his Marking star, but there's really not much in it.

Playmakers: Hofu is alone in having the Playmaker star, but Von Bokkur, Smajnel, Yotoram and Farzel Gaart have the Passing star. Of greater import is the number of first-team players that have either the Reaction or Positioning stars. De Jortz, Von Bokkur, Smajnel and Roquel have the former, Mahaali and Von Mistelroum have the latter, and Hofu has both. No matter where you are in your opponent's half, you can be guaranteed that your teammates will never be static, especially when Hofu is on the ball.

Marksmen: Von Mistelroum and Mahaali are both world-class centre-forwards. In the default 4-3-3 formation, it's perhaps fortunate that Mahaali can also play as a winger. It's interesting that almost every Dutch player that isn't a defender has a Shot Power rating of over 80...

FORMATION

The Dutch are defensively frail when compared to most other top national sides, but their attacking strength is beyond question. This 4-3-3 enables them to counter-attack with remarkable speed. It's not a formation designed for keeping a clean sheet, but for scoring at least one more than your opponents. If there is an additional problem, it's that Mahaali is better suited to the role of striker, and that there's rarely a space for the gifted Farzel Gaart.

TACTICAL TIPS

- Look at the radar frequently to check the position of your two wingers. As they will often find space, you can turn defence into attack in the blink of an eye.

- Defend aggressively. Don't stand on ceremony: disrupt your opponent's attacks as quickly as you can. De Jortz, Heirufinga and Von Bokkur all have the Sliding star.

- For greater strategic flexibility, design and assign a 4-4-2 formation to one of the manual strategy buttons. It's very simple: Smajnel should move over to the right wing, Hofu and Von Bokkur should become holding midfielders, Roquel should drop back to the LMF position, and Mahaali can partner Von Mistelroum up front.

TIPS FOR OPPOSING TEAMS

- Put a leash on the two wingers by having your full-backs stay in deep positions. If that still doesn't help, consider assigning them to man-marking duties.

- The Dutch defenders aren't great in the air, so you should play plenty of crosses into the 18-yard box.

- There are two ways to play against the Dutch: either stifle them by adopting a defensive outlook (by using, for example, a five-man midfield), or try and beat them at their own game with quick counter-attacks.

NIGERIA

Recommended Playing Style: **Direct, Counter-Attack**
Key Men: **Yobo, Okocha, Martins**
Set-Piece Specialist: **Okocha**

ABILITY GUIDE: SPECIAL ABILITIES

Yobo	Marking
Udeze	None
Odiah	None
Babayaro	Outside, Long Throw
Obodo	Centre
Utaka	Scoring
Aiyegbeni	Dribbling, Scoring, Post Player, Lines
Okocha	Dribbling, Tactical Dribble, Passing, Middle Shooting, Outside, Long Throw
Martins	Dribbling, Scoring, Side, Outside
Aghahowa	Dribbling, Reaction, Side, Outside
Lawal	Outside
Olofinjana	Covering
Oruma	Dribbling, Passing, Middle Shooting, Outside
Ekwueme	None
Kanu	Tactical Dribble, Post Player, Outside

ABILITY GUIDE

Player	Yobo	Udeze	Odiah	Babayaro	Obodo	Utaka	Aiyegbeni	Okocha	Martins	Aghahowa	Lawal	Olofinjana	Oruma	Ekwueme	Kanu
Height	185 cm	179 cm	180 cm	175 cm	174 cm	179 cm	183 cm	173 cm	170 cm	178 cm	182 cm	188 cm	174 cm	177 cm	197 cm
Attack	69	63	68	70	67	83	83	78	76	80	72	57	78	74	85
Defence	84	75	65	69	69	42	32	47	40	35	65	68	56	40	45
Balance	80	82	80	76	71	80	87	75	85	79	80	85	75	84	87
Stamina	80	82	82	82	91	80	82	75	85	84	86	80	86	84	75
Top Speed	86	82	83	85	82	90	87	84	99	92	81	76	82	83	73
Acceleration	85	76	80	83	81	91	85	86	99	90	76	69	83	82	71
Response	75	68	65	71	75	76	77	75	77	75	77	78	64	69	70
Agility	80	77	79	82	86	88	84	95	97	88	75	72	86	83	72
Dribble Accuracy	74	72	76	76	77	84	81	98	76	80	80	65	80	77	90
Dribble Speed	80	77	80	80	80	84	85	84	96	85	72	70	83	80	70
Short Pass Accuracy	72	62	68	76	77	75	72	84	70	68	78	72	80	67	86
Short Pass Speed	72	69	68	75	80	70	72	78	68	69	70	68	65	64	80
Long Pass Accuracy	81	69	70	76	75	64	70	81	72	70	79	66	76	68	78
Long Pass Speed	72	71	74	76	73	70	73	81	74	70	70	68	63	73	75
Shot Accuracy	66	57	64	69	63	81	78	74	76	76	66	56	71	70	80
Shot Power	78	77	78	76	82	75	82	87	78	82	80	78	85	75	79
Shot Technique	68	65	66	69	68	82	81	85	79	82	69	58	74	69	85
Free Kick Accuracy	62	59	57	66	53	74	70	87	61	60	70	51	80	58	71
Curling	61	60	64	75	63	77	66	84	62	63	70	54	78	64	75
Header	77	70	70	79	70	70	76	76	77	68	60	74	74	61	66
Jump	84	82	80	86	86	82	83	83	95	90	79	79	80	80	66
Technique	77	69	73	73	80	85	81	90	80	80	80	70	80	81	93
Aggression	71	78	72	68	68	85	82	74	88	84	67	57	80	78	70
Mentality	69	68	71	68	73	69	69	69	66	67	75	67	66	64	77
Teamwork Ability	74	68	67	80	71	70	67	60	67	66	73	75	75	62	76
Consistency	6	4	4	6	6	6	4	4	4	4	6	5	6	4	4
Condition/Fitness	5	5	4	5	6	6	5	3	4	4	5	5	4	4	4
Weak Foot Accuracy	5	4	5	5	5	5	5	6	6	6	4	5	5	4	5
Weak Foot Frequency	5	4	5	5	5	5	5	6	6	6	4	5	5	4	5

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STAR PLAYERS

Ball Winners: Yobo is your star defender. He's unusually quick for a centre back (his Top Speed is 86 and his Acceleration is 85), which will be very useful: as Nigeria don't have a player with the D-Line star, you won't be able to play a reliable offside trap. Defensively, this Nigeria side is harder to break down than you might think. On paper, it appears lightweight: low Defence ratings, few specialist ability stars such as Sliding and Marking, and not a great deal of height. As your back four is so fast, though, you can mark opposition players closely and often run them off the ball with surprising ease.

Playmakers: With no Playmaker stars and only two players with the Passing star (Okocha and Oruma), you could be forgiven for assuming that it is difficult to craft openings with this team. Once again, it's the sheer pace of the Nigerians that will open up opportunities in front of goal. Okocha is your playmaker. As a dribbler of the ball, he has few peers. With Technique at 90, Dribble Accuracy at 98 and Agility at 95, he's a master of retaining possession – in the right hands, of course – and needs little space to thread accurate, near instantaneous passes through to the front men.

Marksmen: The outstanding pace of the Nigerian forwards compensates for their lack of composure in front of goal (Kanu has the highest Shot Accuracy rating at 80). Martins is quite extraordinarily quick. With a Top Speed and Acceleration at 99 and Dribble Speed at 96, he's easily the fastest player in the game, and his excellent Agility (97) and Scoring star counterbalance his sub-80 Shot Accuracy, Shot Power and Shot Technique stats. Aiyegbeni and Aghahowa are also notable for their pace, but don't disregard the lanky Kanu. His height (197) and Dribble Accuracy (90) make him a very difficult striker to play against.

FORMATION

Feel free to keep the standard formation, but we believe that this Nigerian side is at its most deadly with a three-man strike force. Whether you play a 3-4-3 or 4-3-3 is entirely a matter of personal taste, but playing Martins and Aghahowa either side of Kanu will enable you to launch counter-attacks of incredible pace. Once Martins runs clear of a defence, he's the hardest man in the game to catch...

TACTICAL TIPS

- Look to release Martins with through-passes or even long balls whenever possible.
- Use Okocha's excellent dribbling skills to draw defenders towards him in order to create space for your strikers.
- Press constantly when not in possession: the pace and strength of Nigeria will unsettle any team. Remember to bring on fresh players to replace their teammates with low stamina in the final third of the match.

TIPS FOR OPPOSING TEAMS

- If you have a disciplined back line, change your team's Offside Trap setting to "A" (frequent); if you don't, move your defence into a deeper position. If you choose the latter option, you'll need at least one good DMF to patrol the space between your defence and midfield.
- It might be worthwhile to have a player man-mark Martins, but choose him wisely: he'll need to be a player with pace who, ideally, can leave his position without leaving a gaping hole in your formation.
- Nigeria don't have a defender with a D-Line star, so try to catch the back line out with quick through-balls.

PORTUGAL

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Carvalho, Deco, Pauleta**
Set-Piece Specialists: **Figo, Deco**

ABILITY GUIDE: SPECIAL ABILITIES

Carvalho	Marking, Sliding, Covering, D-Line
Andrade	Covering
Ferreira	Marking, Covering
Valente	None
Costinha	Covering
Maniche	Reaction, Middle Shooting, Centre, 1-Touch Pass, Outside
Deco	Tactical Dribble, Playmaker, Passing, Middle Shooting, 1-Touch Pass, Outside, Covering
C. Ronaldo	Dribbling, Tactical Dribble, Middle Shooting, Outside
Boa Morte	Dribbling, Reaction, Side, Outside
Pauleta	Positioning, Scoring, 1-1 Score, Penalties, Outside
F. Meira	Outside, Covering
Tiago	Reaction, Middle Shooting
Figo	Tactical Dribble, Passing, Side, Penalties, 1-Touch Pass
Simão	Tactical Dribble, Passing, Side, Penalties
Nuno Gomes	Positioning

ABILITY GUIDE

Player	Carvalho	Andrade	Ferreira	Valente	Costinha	Maniche	Deco	C. Ronaldo	Boa Morte	Pauleta	F. Meira	Tiago	Figo	Simão	Nuno Gomes
Height	183 cm	184 cm	182 cm	180 cm	181 cm	173 cm	177 cm	184 cm	178 cm	180 cm	190 cm	178 cm	180 cm	170 cm	181 cm
Attack	65	57	70	74	65	78	80	76	78	87	59	73	84	80	82
Defence	90	86	78	68	77	65	75	44	47	41	82	65	55	56	45
Balance	82	86	82	81	80	79	82	83	83	84	85	82	78	74	82
Stamina	84	83	88	83	86	92	87	82	82	80	79	84	76	82	81
Top Speed	76	85	75	81	75	80	74	83	92	84	74	73	74	83	83
Acceleration	75	83	76	74	73	83	78	82	88	80	70	72	78	85	86
Response	90	76	76	71	90	81	77	83	70	83	82	76	80	70	81
Agility	75	81	78	74	75	82	79	95	87	79	71	76	76	84	82
Dribble Accuracy	73	71	74	72	72	78	90	95	86	75	69	82	96	88	80
Dribble Speed	72	70	75	76	70	76	75	92	88	71	63	73	74	77	82
Short Pass Accuracy	75	70	72	75	76	80	91	76	75	72	68	81	88	82	72
Short Pass Speed	76	74	72	70	75	81	86	77	73	69	71	74	85	76	67
Long Pass Accuracy	76	69	80	83	78	80	87	79	75	66	76	81	96	84	68
Long Pass Speed	70	68	76	82	72	83	86	93	82	70	70	75	82	83	64
Shot Accuracy	62	62	66	69	66	80	80	75	76	85	60	76	74	82	78
Shot Power	80	76	83	80	75	86	87	90	81	84	83	82	87	77	82
Shot Technique	66	68	68	69	70	82	76	84	75	90	66	76	73	79	81
Free Kick Accuracy	62	55	71	75	60	65	86	76	76	82	70	74	90	82	63
Curling	60	52	75	74	60	69	82	82	75	78	60	70	92	76	67
Header	81	72	76	67	85	68	67	84	72	85	76	76	65	67	86
Jump	82	86	82	78	82	76	71	83	78	82	78	83	73	74	80
Technique	75	70	74	77	76	80	92	91	87	85	74	83	95	86	81
Aggression	60	61	70	70	64	78	74	97	90	81	60	75	85	73	76
Mentality	80	69	70	72	82	72	83	73	61	74	74	70	85	73	66
Teamwork Ability	80	71	83	81	88	90	91	60	62	77	83	80	87	75	67
Consistency	7	5	6	6	6	6	7	3	4	7	4	5	7	5	4
Condition/Fitness	7	5	6	6	7	7	6	3	3	6	6	5	5	6	4
Weak Foot Accuracy	5	5	6	5	5	5	5	4	3	5	5	6	7	6	5
Weak Foot Frequency	5	5	5	5	5	5	5	4	3	6	5	5	6	6	5

STAR PLAYERS

Ball Winners: Carvalho is the key man in the Portuguese defence: his Defence and Response stats are 90, his Consistency 7, and he has the Marking, Sliding, Covering and D-Line stars. Andrade is his best partner, but the taller Meira is a more apposite choice if the opposition team has a good header of the ball playing up front. In the full-back positions, Nuno Valente is clearly your best left-back, but the speedy Miguel can be more effective than the more defensively sound Ferreira if your opponents have a fast winger on that touchline. Costinha is your strongest tackler in midfield, but Maniche is also defensively strong; having both as defensive midfielders gives playmaker Deco licence to roam.

Playmakers: Deco has the Playmaker and Passing stars and, with great Technique (92) and Dribble Accuracy (90), can create the space to use both to great effect. Use him to supply your wingers with quality passes. Siãao and Figo have the Passing star in addition to many other very salient attributes, but it's hard to find a place for them in the starting eleven unless Ronaldo, Boa Morte or Deco are in poor condition.

Marksmen: Pauleta is a far more accomplished striker than a cursory glance at his stats might suggest. A great all-round player, he has the Positioning, Scoring and 1-1 Score stars. On the touchlines, Boa Morte and Ronaldo are our preferred wingers: they're faster than Figo and Simão, and are therefore better suited to a fast counter-attacking game. That said, if the opposing team is very defensive, the superior technical ability of Figo could make him a better choice on the left wing than Boa Morte.

FORMATION

The 4-3-3 used by Portugal is very hard to play against. With Maniche and Costinha protecting the back line, Ronaldo and Boa Morte constantly finding space on the wings and the predatory Pauleta waiting for their crosses, this is a side built for playing on the break. If you feel you need more manpower in midfield, a 3-4-3 with a „"diamond" shape would mean that you could play Figo in a side midfield role.

TACTICAL TIPS

- As with all sides that play a 4-3-3, it's worth taking the time to design a second formation (the obvious choice is, naturally, a 4-5-1) that you can use as a manual strategy during matches.
- Feed the ball to your wingers at every possible opportunity. From his position behind the front two, Deco is usually in a good position to thread diagonal balls for them to collect.
- You have two excellent replacement wingers on the bench: use them. As soon as Boa Morte and Ronaldo begin to slow (especially around the 70 minute mark), bring Simão and Figo on.

TIPS FOR OPPOSING TEAMS

- If your full-backs (or wing-backs if you're playing a 3-5-2) are set to make forward runs, you'll leave far too much space for the Portuguese wingers. Either instruct them to stay back, or assign them to man-marking duties.
- If Portugal use the default 4-3-3, right-sided full-back Ferreira makes regular forward runs. Look to take advantage of the space he leaves behind.
- Portugal's two best defenders – Carvalho and Andrade – are not particularly tall. Unless your forwards are unusually short, try to supply them with plenty of crosses.

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SPAIN

Recommended Playing Style: **Attacking**
Key Men: **Puyol, Xavi, Raúl**
Set-Piece Specialists: **Del Horno, Xavi, De La Peña, Luis Garcia**

ABILITY GUIDE: SPECIAL ABILITIES

Puyol	Outside, Marking, Sliding, Covering
Pablo Ibañez	Covering
Salgado	None
Del Horno	None
Albelda	Centre
Xavi	Reaction, Playmaker, Passing, 1-Touch Pass, Outside
Joaquin	Dribbling, Reaction
Luque	Reaction, Middle Shooting, Side
Raúl	Positioning, Reaction, Scoring, 1-1 Score, Outside
Torres	Scoring, Post Player, 1-Touch Pass, Outside
Marchena	Covering
De La Peña	Playmaker, Passing, Centre, 1-Touch Pass, Outside
Valeron	Tactical Dribble, Playmaker, Passing, Outside
Luis Garcia	Tactical Dribble, Positioning, Reaction, 1-Touch Pass, Outside
Reyes	Dribbling, Reaction, Side, Long Throw

ABILITY GUIDE

Player	Puyol	Pablo Ibañez	Salgado	Del Horno	Albelda	Xavi	Joaquin	Luque	Raúl	Torres	Marchena	De La Peña	Valeron	Luis Garcia	Reyes
Height	178 cm	192 cm	176 cm	182 cm	181 cm	170 cm	179 cm	183 cm	180 cm	183 cm	183 cm	173 cm	180 cm	177 cm	175 cm
Attack	67	57	76	75	64	77	83	83	92	89	60	77	80	86	80
Defence	90	83	75	69	82	73	47	48	50	43	84	36	58	59	45
Balance	89	83	77	79	83	75	84	87	77	85	85	68	84	80	76
Stamina	95	80	90	83	91	90	83	83	87	80	81	71	80	82	84
Top Speed	86	77	79	80	79	77	89	86	76	82	76	74	72	85	86
Acceleration	88	69	82	76	71	77	93	84	81	87	73	70	74	86	87
Response	90	73	78	72	78	79	76	83	94	84	82	66	75	84	82
Agility	84	74	84	76	72	82	90	83	80	87	76	73	78	90	83
Dribble Accuracy	73	71	78	78	73	85	92	83	86	86	74	87	92	80	86
Dribble Speed	78	68	80	75	68	77	91	85	73	79	70	72	71	83	88
Short Pass Accuracy	73	70	74	68	73	94	74	75	86	74	77	99	96	78	79
Short Pass Speed	79	69	75	67	76	81	71	77	78	73	78	90	76	75	80
Long Pass Accuracy	73	70	76	77	76	92	79	79	81	70	76	97	83	80	79
Long Pass Speed	80	69	72	76	74	83	77	86	75	73	71	90	74	81	81
Shot Accuracy	65	63	67	70	67	81	79	81	94	87	64	83	72	83	77
Shot Power	78	72	75	82	84	76	77	94	78	81	79	75	76	80	84
Shot Technique	67	62	71	72	62	75	76	84	94	90	63	70	71	89	78
Free Kick Accuracy	58	53	60	81	50	84	78	77	71	60	50	89	71	80	75
Curling	61	50	63	80	50	81	74	74	70	53	50	88	70	80	76
Header	69	75	65	84	72	72	75	72	77	83	77	67	76	68	72
Jump	83	82	78	83	85	77	74	79	74	85	83	67	74	76	74
Technique	75	71	78	73	74	89	85	85	94	87	76	95	93	88	84
Aggression	70	53	85	83	60	74	85	85	85	81	60	77	77	90	88
Mentality	94	68	80	77	78	82	71	74	90	75	76	66	71	78	68
Teamwork Ability	84	74	85	78	82	90	76	74	90	74	85	82	84	76	72
Consistency	8	5	7	5	7	7	4	5	6	5	6	5	6	6	5
Condition/Fitness	7	6	7	6	7	7	5	5	7	5	7	4	5	7	4
Weak Foot Accuracy	5	5	5	4	4	6	5	5	5	5	5	5	5	6	5
Weak Foot Frequency	4	5	5	4	4	5	5	5	5	5	3	5	5	6	4

STAR PLAYERS

Ball Winners: Puyol is a magnificent centre-back with only one real shortcoming: his heading ability. Supremely fast for a defender, he's one of the best tacklers in PES5. We recommend you partner him with the much taller Ibañez at the centre of defence. With two excellent full-backs in Salgado and Del Horno, the only problem is that Spain don't have a defender with the D-Line star.

Playmakers: Spain have three players with both the Playmaking and Passing stars: Xavi, De La Peña and Valeron. The problem, of course, is that both De La Peña and Valeron specialise in playing in either CMF or AMF roles – two slots that the default formation does not have. With so many players in the squad having the Reaction and Positioning stars, you should aim to play at least two of your three playmakers in the side – even if that means putting one of them in a role he is not suited to. Changing the formation to a 3-5-2 is another solution.

Marksmen: This is a team with no shortage of capable forwards: Luque, Raúl, Torres, Guayre and Mista can all play as strikers, with Reyes and Luis Garcia being adept in the support role (and, for that matter, as side midfielders). Raúl and Torres obviously stand out as the best strike partnership. However, if any of the other five have a red condition arrow, you should definitely think twice before leaving them out of the side.

FORMATION

The problem with Spain's 4-4-2 is that it means you leave very talented midfielders on the bench. We suggest that you use a 3-5-2 "B-1", with side midfielders instead of wing-backs and Valeron playing behind the front two. If you favour an aggressive attacking game, a 3-5-2 "A-1" would enable you to play all three of your creative midfielders...

TACTICAL TIPS

- As you don't have a defender with the D-Line star, alter your offside trap setting in the Team menu to "C".
- Raúl's Shot Accuracy and Shot Technique are both 94. Whenever a chance opens up, try to stroke controlled shots into either corner.
- Luque, Luis Garcia and Reyes all have good shooting attributes. If you are playing them on the touchlines, occasionally use the Change Sides manual strategy and have them cut inside to go for goal.

TIPS FOR OPPOSING TEAMS

- If you have a big target man, position him to play against Puyol.
- Close down Xavi, De La Peña and Valeron quickly: they can play outstanding through-balls and long passes.
- Don't let corners go to waste: take your time and wait for an opening. With the exception of Pablo Ibañez, there are no giants in this side.

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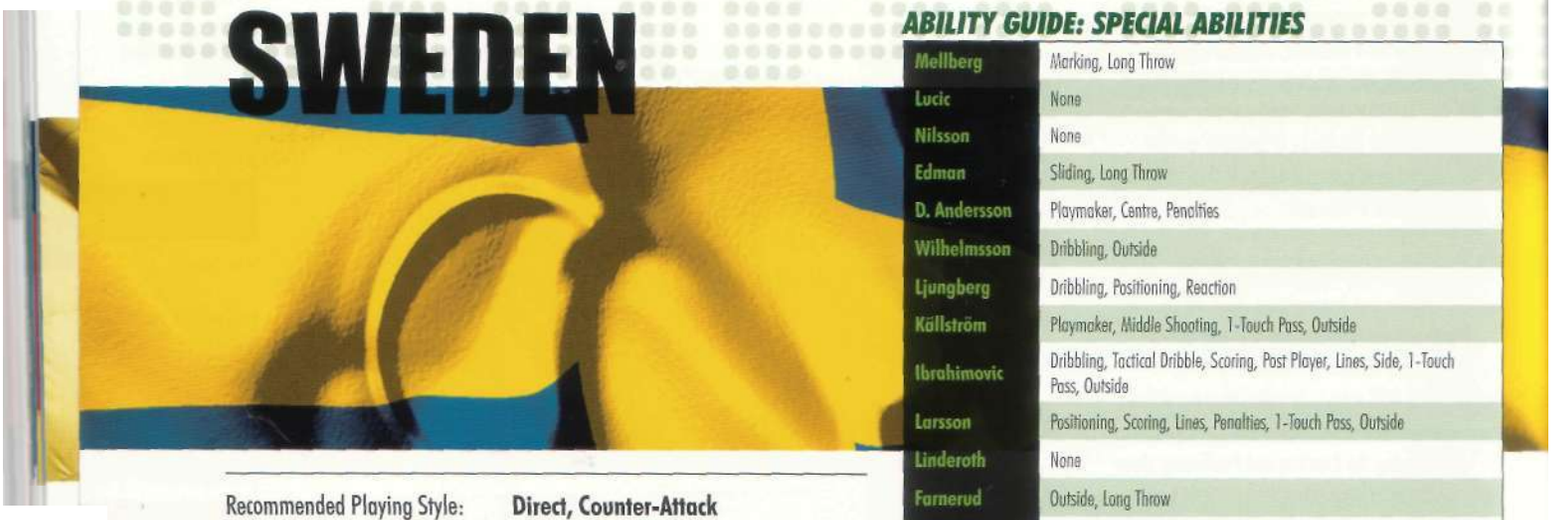

Recommended Playing Style: **Direct, Counter-Attack**
Key Men: **Ljungberg, Ibrahimovic, Larsson**
Set-Piece Specialists: **Svensson, Källström**

ABILITY GUIDE: SPECIAL ABILITIES

Mellberg	Marking, Long Throw
Lucic	None
Nilsson	None
Edman	Sliding, Long Throw
D. Andersson	Playmaker, Centre, Penalties
Wilhelmsson	Dribbling, Outside
Ljungberg	Dribbling, Positioning, Reaction
Källström	Playmaker, Middle Shooting, 1-Touch Pass, Outside
Ibrahimovic	Dribbling, Tactical Dribble, Scoring, Post Player, Lines, Side, 1-Touch Pass, Outside
Larsson	Positioning, Scoring, Lines, Penalties, 1-Touch Pass, Outside
Linderoth	None
Farnerud	Outside, Long Throw
A. Svensson	Playmaker
Elmander	Reaction, Side
Allbäck	Scoring, Post Player

ABILITY GUIDE

Player	Mellberg	Lucic	Nilsson	Edman	D. Andersson	Wilhelmsson	Ljungberg	Källström	Ibrahimovic	Larsson	Linderoth	Farnerud	A. Svensson	Elmander	Allbäck
Height	194 cm	186 cm	185 cm	179 cm	178 cm	177 cm	176 cm	182 cm	192 cm	178 cm	176 cm	177 cm	177 cm	188 cm	180 cm
Attack	62	62	73	65	72	76	84	79	89	91	69	70	74	78	82
Defence	86	77	61	72	68	55	63	59	38	60	77	68	60	47	55
Balance	88	84	77	80	80	78	84	80	95	83	76	81	84	85	80
Stamina	85	84	80	84	86	86	94	78	86	84	87	86	84	78	82
Top Speed	82	78	84	77	72	86	88	83	83	81	76	80	78	85	85
Acceleration	73	75	83	76	68	82	91	80	85	87	70	78	75	78	81
Response	82	80	70	72	72	77	90	76	83	92	75	77	82	75	75
Agility	75	71	81	70	69	85	87	83	77	85	72	76	79	76	80
Dribble Accuracy	75	69	78	72	80	87	85	78	92	88	75	78	84	78	83
Dribble Speed	69	66	80	71	66	88	88	78	76	75	66	78	75	84	78
Short Pass Accuracy	72	69	77	70	78	77	79	87	78	85	75	83	82	76	75
Short Pass Speed	70	67	70	68	75	77	82	84	72	78	72	81	78	70	72
Long Pass Accuracy	84	75	80	77	84	80	77	85	71	72	77	79	85	77	72
Long Pass Speed	82	70	73	76	75	79	79	84	73	69	69	75	80	76	69
Shot Accuracy	69	66	70	63	67	73	85	74	82	90	75	65	78	78	84
Shot Power	90	72	75	83	78	81	80	88	85	80	85	77	84	82	83
Shot Technique	69	66	73	64	66	76	87	75	95	91	72	72	82	75	80
Free Kick Accuracy	75	72	77	80	75	70	72	83	66	78	72	72	85	58	65
Curling	71	69	70	76	75	75	73	85	64	72	69	72	84	66	58
Header	80	78	70	70	72	67	72	70	80	87	74	70	69	72	84
Jump	78	75	74	79	80	73	75	74	78	87	71	75	70	78	75
Technique	78	73	76	73	83	86	83	84	95	90	80	83	87	82	84
Aggression	63	68	62	70	69	88	86	74	82	72	63	70	75	74	78
Mentality	80	74	70	62	71	74	88	68	72	80	72	66	70	66	74
Teamwork Ability	85	80	74	73	69	74	92	72	83	85	80	70	71	69	78
Consistency	5	5	6	4	4	5	7	5	4	7	5	6	6	4	5
Condition/Fitness	6	6	6	4	4	5	4	5	6	6	5	5	5	4	5
Weak Foot Accuracy	5	5	5	4	5	5	5	5	6	7	5	6	5	5	5
Weak Foot Frequency	5	5	6	3	5	5	5	5	5	7	5	6	5	5	5

STAR PLAYERS

Ball Winners: If tackling isn't your strong suit, Sweden is a side you should avoid. Mellberg is an essential player at the heart of defence. A strong presence in the back line, he is by far the best of Sweden's three centre-backs. If you examine the individual player instructions on the default formation, you'll notice that all four defenders are set to stay deep at all times. If you opt for different tactics, this is something you should replicate. Lacking a player with the D-Line star, you cannot rely on the offside trap to halt counter-attacks: your best bet is numerical superiority.

Playmakers: Andersson, Källström and Svensson all have the Playmaker star. We prefer Wilhelmsson to Svensson in our Swedish side – he's faster, a better dribbler, and is more inclined to get forward and join attacks – but there's no reason why you can't play all three. Don't dwell on the ball in midfield: look to use your creative midfielders to supply Ljungberg, Ibrahimovic and Larsson with quality through-balls as quickly as possible.

Marksmen: Ibrahimovic and Larsson are a lethal strike pairing. Ibrahimovic's technical ability is outstanding for such a tall player. With Balance at 95, Dribble Accuracy at 92 and Technique at 95, he's just as adept at holding off defenders as he is at passing them with a skilful feint. Larsson's stats are almost as impressive. His strongest attributes are his quick Response, Technique, Consistency, and his precision in front of goal. Källström has the Middle Shooting star and great Shot Power at 88, but it's Ljungberg that poses the greatest threat from midfield. Fast, energetic and blessed with the Positioning and Reaction stars – a massive bonus in a team that features individuals with the Playmaker star – his off-the-ball running makes him a constant threat.

FORMATION

With only three centre-backs, no wing-backs and a strike partnership that really shouldn't be separated, a 4-4-2 is clearly the best formation for Sweden. The question is how best to configure your players in the centre of the park, with all midfield permutations involving a sacrifice of some description. With your full-backs being more concerned with defensive duties, you definitely need side midfielders to provide width.

TACTICAL TIPS

- You need Larsson and Ibrahimovic to stay up front, so set them to the minimum level of defensive duties and use the manual Counter-Attack strategy. If they drop back to support the midfield (or, worse, defence), it will be far more difficult to play on the break.
- Play a fast, direct game: keep one eye on the radar, and aim to provide your strikers (and the industrious Ljungberg) with through-balls and long passes to chase.
- Most players in the ideal Swedish first eleven have 80+ Stamina attributes. Use this to your advantage: press at all times (with two players when possible), and don't hesitate to use a more "physical" approach to bring attacks to a halt.

TIPS FOR OPPOSING TEAMS

- Ibrahimovic and Larsson have the Lines star, so they can beat any offside trap given the right pass. To counter this, consider moving your defence to a slightly deeper position.
- As Sweden lack players with world-class tackling ability, you can frustrate them by playing a patient short passing game.
- Overconfidence is a curse: don't interpret Sweden's defensive shortcomings as an opportunity to overdo crowd-pleasing dribbles and tricks. In the right hands, Sweden can be a match for any team.

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ARSENAL

Recommended Playing Style: **Attacking**
Key Men: **Campbell, Hleb, Henry**
Set-Piece Specialist: **Henry**

FORMATION

It's always difficult choosing a striker partner for Henry. If you opt for the pace and predatory instincts of Reyes, you lose the technique, creativity and accuracy of Bergkamp. You may find that a five-man midfield might be the solution, with Bergkamp playing just behind the front two with – from left to right – Cole, Gilberto Silva, Ljungberg and Hleb across the centre of the park.

TIPS & OBSERVATIONS

- With the Passing and Playmaker stars, Hleb is a force to be reckoned with. Play him on the wing nearest to Henry, and use him to thread passes through to the French striker.
- Ashley Cole's forward runs can terrorise defences, but leave space that can be utilised during quick counter-attacks.
- Henry isn't simply a striker: his Passing star makes him a great playmaker, too. Using him to drag defenders out of position will open up space for players such as Ljungberg and Hleb.

ABILITY GUIDE: SPECIAL ABILITIES

Toure	Reaction, Middle Shooting, Marking
Campbell	Marking, Covering, D-Line
Lauren	None
Ashley Cole	Dribbling, Outside, Marking, Sliding
Ljungberg	Dribbling, Positioning, Reaction
Gilberto Silva	Centre, Marking, Covering
Pires	Dribbling, Passing, 1-1 Score Score, Middle Shooting, Outside
Hleb	Dribbling, Playmaker, Passing, 1-Touch Pass, Outside
Bergkamp	Passing, 1-1 Score, 1-Touch Pass, Outside
Henry	Dribbling, Tactical Dribble, Reaction, Passing, Scoring, 1-1 Score, Middle Shooting, Side, Penalties, Outside
Cesc Fabregas	Tactical Dribble, Reaction, Passing, Middle Shooting, Outside
Reyes	Dribbling, Reaction, Side, Long Throw

ABILITY GUIDE

Player	Toure	Campbell	Lauren	Ashley Cole	Ljungberg	Gilberto Silva	Pires	Hleb	Bergkamp	Henry	Cesc Fabregas	Reyes
Height (cm)	183	188	180	173	176	185	188	185	183	188	180	175
Attack	66	60	74	79	84	70	85	82	88	98	70	80
Defence	78	92	66	69	63	83	58	48	42	33	56	45
Balance	92	97	83	82	84	86	83	82	83	84	72	76
Stamina	87	80	86	93	94	88	82	83	72	80	82	84
Top Speed	86	79	82	90	88	78	83	89	78	92	77	86
Acceleration	84	73	81	94	91	82	82	95	76	96	76	87
Response	81	82	78	84	90	80	77	76	82	87	72	82
Agility	80	68	80	90	87	73	78	93	80	82	80	83
Dribble Accuracy	71	66	77	80	85	76	92	89	89	94	84	86
Dribble Speed	75	67	79	87	88	74	83	95	78	85	77	88
Short Pass Accuracy	67	73	75	76	79	82	89	82	92	85	84	79
Short Pass Speed	74	81	78	77	82	82	86	78	82	81	75	80
Long Pass Accuracy	65	73	75	82	77	78	84	86	84	83	82	79
Long Pass Speed	70	76	78	83	79	75	78	85	73	83	78	81
Shot Accuracy	68	63	67	71	85	70	86	75	90	95	73	77
Shot Power	88	92	79	80	80	81	83	84	86	88	82	84
Shot Technique	75	61	69	70	87	71	84	78	90	93	72	78
Free Kick Accuracy	70	64	66	70	72	64	77	73	77	86	73	75
Curling	62	60	70	76	73	61	85	77	80	84	75	76
Header	75	86	72	74	72	80	65	68	75	70	70	72
Jump	90	86	80	87	75	82	74	70	72	80	73	74
Technique	70	72	76	82	83	82	88	85	96	97	87	84
Aggression	74	63	73	87	86	70	83	80	75	85	78	88
Mentality	72	77	72	83	88	68	74	76	80	72	72	68
Teamwork Ability	75	78	84	77	92	84	80	75	90	82	75	72
Consistency	4	6	6	5	7	6	6	6	7	5	5	5
Condition/Fitness	5	5	7	7	4	6	4	5	6	3	5	4
Weak Foot Accuracy	5	5	5	4	5	4	6	7	5	6	6	5
Weak Foot Frequency	5	5	4	3	5	4	5	7	4	5	6	4

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CHELSEA

Recommended Playing Style: **Attacking, Counter-Attack, Defensive**
Key Men: **Terry, Makelele, Lampard**
Set-Piece Specialists: **Del Horno, Lampard**

ABILITY GUIDE: SPECIAL ABILITIES

Carvalho	Marking, Sliding, Covering, D-Line
Terry	Marking, Covering, D-Line
Paulo Ferreira	Marking, Covering
Bridge	Marking
Makelele	Outside, Covering
Essien	Middle Shooting, Centre
Lampard	Positioning, Reaction, Passing, Middle Shooting, Penalties, 1-Touch Pass, Outside
Duff	Dribbling, Reaction, Middle Shooting
Robben	Dribbling, Reaction, Outside
Drogba	Positioning, Scoring, Post Player, Penalties, 1-Touch Pass
Wright-Phillips	Dribbling
Joe Cole	Dribbling, Tactical Dribble, Passing, Middle Shooting, Outside

ABILITY GUIDE

Player	Carvalho	Terry	Paulo Ferreira	Bridge	Makelele	Essien	Lampard	Duff	Robben	Drogba	Wright-Phillips	Joe Cole
Height (cm)	183	186	182	178	170	180	183	175	180	188	168	175
Attack	65	63	70	74	64	72	84	83	81	87	79	79
Defence	90	89	78	70	85	70	65	59	53	50	49	52
Balance	82	90	82	80	77	82	84	76	83	91	76	75
Stamina	84	83	88	89	95	92	97	93	78	86	82	87
Top Speed	76	75	75	83	85	80	77	86	90	85	91	86
Acceleration	75	76	76	80	84	84	78	91	90	87	90	86
Response	90	84	76	74	88	82	87	84	73	83	78	86
Agility	75	72	78	78	85	78	75	90	88	80	90	92
Dribble Accuracy	73	75	74	76	79	74	83	88	92	77	85	94
Dribble Speed	72	70	75	80	71	80	75	87	95	78	88	88
Short Pass Accuracy	75	76	72	75	81	76	85	77	75	73	78	88
Short Pass Speed	76	70	72	77	82	77	85	80	77	77	69	83
Long Pass Accuracy	76	78	80	82	70	80	86	83	77	70	72	82
Long Pass Speed	70	75	76	84	70	77	85	79	81	73	76	80
Shot Accuracy	62	64	66	68	59	67	85	84	78	83	77	79
Shot Power	80	82	83	80	74	86	90	84	83	83	85	82
Shot Technique	66	63	68	69	62	73	83	83	77	90	79	78
Free Kick Accuracy	62	60	71	70	58	70	80	73	74	78	65	75
Curling	60	62	75	72	60	73	83	84	80	76	70	79
Header	81	89	76	68	74	72	79	69	66	84	65	64
Jump	82	86	82	78	90	83	75	70	73	95	72	82
Technique	75	76	74	74	82	80	85	86	87	88	84	93
Aggression	60	66	70	75	62	76	83	88	89	92	83	90
Mentality	80	85	70	77	70	75	82	80	77	68	71	72
Teamwork Ability	80	83	83	80	95	84	92	83	75	75	72	75
Consistency	7	7	6	7	7	6	7	7	5	4	5	5
Condition/Fitness	7	6	6	7	7	6	8	6	4	4	5	5
Weak Foot Accuracy	5	6	6	5	5	5	6	6	4	6	5	6
Weak Foot Frequency	5	6	5	4	4	5	5	6	4	6	5	5

FORMATION

With such an abundance of talented players in the squad, Chelsea have the manpower to play **any** formation. We strongly recommend you stick with a three-man attack, though. Wingers Robben and Duff will both drag defenders out wide, which will open up space for both Drogba and goalscoring midfielder Lampard.

TIPS & OBSERVATIONS

- Drogba's outstanding aerial ability, pace and Positioning star make him a potent threat if you can supply him with accurate crosses.
- Makelele and Essien are tireless, tenacious midfielders, and have the intimidating partnership of Terry and Carvalho behind them.
- Lacking side midfielders, Chelsea are on their weakest at the flanks. That said, any cross made will have to be very well placed: Terry and Carvalho stick to their targets like glue, and are both strong in the air.

MERSEYSIDE RED

Recommended Playing Style: **Attacking, Defensive**
Key Men: **Gerrard, Alonso, Hyypiä**
Set-Piece Specialists: **Luis Garcia, Gerrard, Kewell, Alonso**

FORMATION

We're really not convinced that the 4-5-1 is a good formation to use in PES5, and the variation used by Merseyside Red does little to convert us to its cause – but that doesn't mean that it won't work for you. Given the strength in midfield, we suggest that you use a 3-5-2, with Traoré moving to a centre-back position and Morientes joining Cisse up front to double your firepower.

TIPS & OBSERVATIONS

- Hamann, Alonso and Gerrard are both defensively strong and very creative (especially Gerrard). Unless condition arrows dictate otherwise, you should aim to play all three.
- Hyypiä is an imposing presence at the centre of defence, but he has low Top Speed and Acceleration stats.
- Cisse and Morientes make an excellent strike pairing in principle, but be mindful of the fact that both have low Teamwork ratings.

ABILITY GUIDE: SPECIAL ABILITIES

Carragher	Marking, Long Throw
Hyypiä	Covering, D-Line
Finnan	Long Throw
Traoré	Sliding
Xavi Alonso	Passing, Middle Shooting, Centre, Outside
Hamann	Passing, Middle Shooting, Centre, 1-Touch Pass, Covering
Riise	Reaction, Middle Shooting, Outside, Long Throw
Luis Garcia	Tactical Dribble, Positioning, Reaction, 1-Touch Pass, Outside
Gerrard	Playmaker, Middle Shooting, Side, 1-Touch Pass, Outside, Sliding
Djibril Cisse	Scoring, 1-Touch Pass
Kewell	Dribbling, Centre, Penalties, 1-Touch Pass, Outside
Morientes	Positioning, Post Player

ABILITY GUIDE

Player	Carragher	Hyypiä	Finnan	Traoré	Xavi Alonso	Hamann	Riise	Luis Garcia	Gerrard	Djibril Cisse	Kewell	Morientes
Height (cm)	186	192	175	187	183	192	185	177	186	183	181	186
Attack	63	58	73	58	72	72	77	86	83	84	80	85
Defence	85	88	70	80	75	78	58	59	74	32	40	39
Balance	88	93	75	83	83	84	84	80	90	88	72	85
Stamina	83	77	87	83	84	84	90	82	95	80	75	78
Top Speed	80	70	75	80	75	75	86	85	85	94	85	78
Acceleration	75	72	80	73	75	72	88	86	84	93	83	76
Response	78	75	78	68	76	78	80	84	76	84	78	80
Agility	75	70	76	75	76	70	83	90	81	83	80	79
Dribble Accuracy	69	69	75	68	74	72	78	80	80	71	84	80
Dribble Speed	70	61	75	65	70	72	82	83	82	88	77	75
Short Pass Accuracy	78	70	73	75	85	84	75	78	88	63	80	80
Short Pass Speed	78	73	72	68	83	75	70	75	95	70	80	72
Long Pass Accuracy	62	68	83	80	93	86	78	80	94	61	84	68
Long Pass Speed	73	68	75	63	82	78	83	81	95	69	80	71
Shot Accuracy	63	66	58	55	75	73	80	83	82	75	84	85
Shot Power	80	84	72	78	87	96	98	80	93	96	78	81
Shot Technique	63	76	60	64	75	75	72	89	83	90	83	87
Free Kick Accuracy	58	61	60	52	80	86	80	80	82	63	83	64
Curling	60	57	60	52	75	72	55	80	75	57	81	62
Header	84	88	67	80	73	75	60	68	72	75	64	90
Jump	83	82	76	83	74	72	78	76	72	91	70	93
Technique	70	72	77	78	85	81	80	88	83	80	84	84
Aggression	65	50	78	60	65	66	69	90	80	87	84	74
Mentality	84	85	70	62	70	80	78	78	83	68	65	75
Teamwork Ability	78	84	82	55	76	87	80	76	80	65	64	60
Consistency	7	8	5	5	6	7	5	6	6	5	5	6
Condition/Fitness	8	6	6	6	4	5	5	7	6	5	3	3
Weak Foot Accuracy	5	5	5	4	5	5	4	6	6	5	6	7
Weak Foot Frequency	5	5	5	4	5	5	4	6	6	5	6	7

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MAN RED

Recommended Playing Style: **Counter-Attack, Attacking**
Key Men: **Ferdinand, Rooney, Van Nistelrooy**
Set-Piece Specialists: **Rooney, Giggs**

ABILITY GUIDE: SPECIAL ABILITIES

Ferdinand	Outside, Marking, Covering, D-Line
Silvestre	Marking
Brown	Marking, Sliding, Long Throw
Heinze	Middle Shooting, Marking, Sliding, Long Throw
Roy Keane	Middle Shooting, Centre, Marking, Sliding, Covering
Scholes	Positioning, Reaction, Passing, Middle Shooting, 1-Touch Pass, Outside
Rooney	Dribbling, Tactical Dribble, Reaction, Passing, Scoring, 1-1 Score, Middle Shooting, Outside, Sliding
C. Ronaldo	Dribbling, Tactical Dribble, Middle Shooting, Outside
Giggs	Dribbling, Reaction, Middle Shooting, Side, Outside
Van Nistelrooy	Positioning, Scoring, 1-1 Score, Post Player, Lines, Penalties, 1-Touch Pass
Park Ji Sung	Dribbling, Positioning, Reaction, Middle Shooting, Side, Outside
Saha	Tactical Dribble, Scoring, Lines

ABILITY GUIDE

Player	Ferdinand	Silvestre	Brown	Heinze	Roy Keane	Scholes	Rooney	C. Ronaldo	Giggs	Van Nistelrooy	Park Ji Sung	Saha
Height (cm)	191	184	185	178	180	170	178	184	180	188	175	183
Attack	66	72	63	68	68	84	83	76	85	94	77	85
Defence	97	81	79	85	83	60	50	44	53	38	68	44
Balance	91	87	84	85	86	80	88	83	77	90	84	88
Stamina	83	85	84	86	81	88	86	82	82	82	96	83
Top Speed	82	86	79	78	72	80	86	83	82	84	84	91
Acceleration	81	82	82	77	71	82	90	82	83	85	86	87
Response	93	76	78	86	78	90	84	83	78	94	86	85
Agility	76	78	77	80	72	83	85	95	83	84	86	84
Dribble Accuracy	78	79	70	70	78	80	88	95	93	82	85	84
Dribble Speed	77	83	74	73	73	78	86	92	86	83	86	87
Short Pass Accuracy	79	73	71	75	82	86	85	76	85	76	77	75
Short Pass Speed	80	84	71	82	82	84	82	77	86	76	72	78
Long Pass Accuracy	83	79	70	82	81	86	83	79	88	76	76	72
Long Pass Speed	77	79	77	83	80	86	84	93	86	77	72	79
Shot Accuracy	64	63	59	67	73	87	85	75	82	95	75	84
Shot Power	82	83	78	85	87	92	89	90	86	84	75	87
Shot Technique	62	61	60	73	72	86	88	84	80	94	76	85
Free Kick Accuracy	65	71	63	75	66	78	82	76	81	73	70	73
Curling	67	77	70	78	64	77	80	82	88	77	73	66
Header	83	79	81	85	79	86	74	84	74	83	74	76
Jump	85	83	83	86	80	77	73	83	73	82	75	85
Technique	83	75	73	76	77	83	88	91	87	87	82	84
Aggression	63	72	65	68	70	80	87	97	85	94	84	84
Mentality	86	66	65	78	95	72	80	73	77	78	80	68
Teamwork Ability	82	70	72	75	88	92	80	60	82	76	84	73
Consistency	8	3	4	6	8	7	4	3	6	7	6	5
Condition/Fitness	7	5	3	7	7	6	4	3	4	5	7	5
Weak Foot Accuracy	5	4	5	5	5	5	5	4	5	5	5	6
Weak Foot Frequency	5	4	5	5	5	5	5	4	4	5	5	7

FORMATION

With many versatile players of undeniable quality, Man Red can be used with any formation you care to think of. The default 4-3-3 variation is excellent if you're comfortable with a fast attacking game, but is less effective against very defensive sides, and far from durable if you're under a great deal of pressure. We suggest you keep it, but assign a secondary formation (4-4-2 or 4-5-1) to a manual strategy button.

TIPS & OBSERVATIONS

- Rooney is a phenomenal all-round player, and plays a pivotal role behind Van Nistelrooy. Not merely a scorer of spectacular goals, he's also your team's best playmaker. Unusually for a player of his type, he has the Sliding star.
- If Roy Keane is injured or in poor condition, your midfield will seriously lack bite (which, with the attack-minded Scholes and Rooney playing alongside him, is already an issue). Although not a tailor-made DMF, O'Shea is probably his best replacement.
- Note the number of Man Red players with the Middle Shooting star. If your opponent sits back, try shots from range.

TYNESIDE

Recommended Playing Style: **Attacking**
Key Men: **Emre, Shearer, Owen**
Set-Piece Specialist: **Emre**

FORMATION

A 4-4-2 seems the most appropriate formation for Tyneside, although a 3-5-2 could be equally effective: replace Babayaro with Taylor and move him to centre of defence, move Carr into a DMF role, have Parker and Bowyer sit just in front of him, and have your side midfielders (Emre and Dyer) in advanced roles. We strongly recommend that you preserve the deadly strike force of Owen and Shearer.

TIPS & OBSERVATIONS

- Shearer is a strong target man with outstanding aerial prowess; Owen is fast and agile with excellent finishing skills. This enables you to vary your attacking play between crossing for the former, and attempting to break your opponent's offside trap with through-balls for the latter.

- Tyneside do not have a defender with the D-Line star, so their offside trap is not very efficient.

- Tyneside lack a genuine dead-ball specialist. Look to use two-man free kicks in dangerous positions, with the first player tapping the ball over for Shearer to blast at goal.

ABILITY GUIDE: SPECIAL ABILITIES

Boumsong	Marking
Bramble	Marking, Sliding
Carr	Dribbling, Middle Shooting
Babayaro	Outside, Long Throw
Parker	Tactical Dribble, Passing, Outside, Covering
Bowyer	Reaction, Middle Shooting, Marking, Sliding
Dyer	Dribbling, Reaction, Outside
Emre Belözoglu	Dribbling, Passing, Outside
Shearer	Positioning, Scoring, Post Player, 1-Touch Pass
Owen	Positioning, Scoring, 1-1 Score, Lines, Outside
N'Zogbia	Dribbling, Outside
Ameobi	Tactical Dribble, Scoring, Outside

ABILITY GUIDE

Player	Boumsong	Bramble	Carr	Babayaro	Parker	Bowyer	Dyer	Emre Belözoglu	Shearer	Owen	N'Zogbia	Ameobi
Height (cm)	190	185	175	175	175	175	173	171	183	176	170	188
Attack	53	52	75	70	70	73	77	77	92	91	68	76
Defence	83	75	72	69	71	66	48	52	42	35	53	48
Balance	87	90	82	76	80	77	78	80	90	84	70	85
Stamina	84	82	88	82	82	90	86	87	74	80	78	83
Top Speed	78	78	84	85	82	84	88	85	74	91	83	81
Acceleration	79	73	83	83	81	87	89	88	78	89	85	80
Response	78	74	83	71	85	85	74	80	90	91	72	78
Agility	72	70	81	82	81	85	93	89	75	90	87	73
Dribble Accuracy	72	67	80	76	81	81	90	92	73	89	84	84
Dribble Speed	73	74	83	80	84	84	88	86	73	87	80	72
Short Pass Accuracy	75	64	75	76	82	80	79	83	75	75	79	73
Short Pass Speed	76	72	74	75	78	77	75	82	68	72	75	72
Long Pass Accuracy	76	65	81	76	76	82	79	80	73	69	81	70
Long Pass Speed	77	68	82	76	74	78	72	79	69	70	78	73
Shot Accuracy	60	58	72	69	71	78	77	72	88	92	64	80
Shot Power	84	76	85	76	80	85	80	84	91	80	77	83
Shot Technique	60	60	73	69	75	79	72	72	90	94	63	82
Free Kick Accuracy	62	58	72	66	70	78	70	78	74	60	77	65
Curling	61	57	73	75	72	75	75	81	63	70	83	61
Header	73	78	68	79	65	78	65	73	93	77	68	72
Jump	85	86	68	86	75	80	80	82	88	84	80	78
Technique	75	67	78	73	82	78	85	87	77	85	84	80
Aggression	51	57	75	68	70	77	93	85	90	90	82	80
Mentality	70	65	70	68	75	76	75	80	90	76	65	65
Teamwork Ability	74	65	85	80	75	82	72	62	87	88	63	75
Consistency	5	3	7	6	6	5	4	4	8	6	4	5
Condition/Fitness	5	5	6	5	6	6	3	4	7	4	4	4
Weak Foot Accuracy	5	5	6	5	5	5	5	4	5	5	5	5
Weak Foot Frequency	5	5	6	5	5	5	5	3	5	5	4	5

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ABILITY GUIDE: SPECIAL ABILITIES

Pablo Ibañez	Covering
Perea	Marking, Sliding
García Calvo	Marking
Contra	Dribbling
Luccin	Passing
Colsa	Passing, Middle Shooting
Maxi Rodriguez	Dribbling, Reaction, Outside
M. Petrov	Dribbling, Reaction, Outside
Ibagaza	Dribbling, Passing, Side, 1-Touch Pass
Torres	Scoring, Post Player, 1-Touch Pass, Outside
Galletti	Reaction, Middle Shooting, Centre
Kezman	Positioning, Reaction, Scoring, Sliding

ABILITY GUIDE

Player	Pablo Ibañez	Perea	García Calvo	Contra	Luccin	Colsa	Maxi Rodriguez	M. Petrov	Ibagaza	Torres	Galletti	Kezman
Height (cm)	192	180	185	180	178	185	174	180	166	183	175	179
Attack	57	60	64	74	69	75	81	83	82	89	81	86
Defence	83	76	83	67	76	66	48	42	53	43	49	32
Balance	83	83	86	79	78	82	76	80	74	85	78	78
Stamina	80	86	82	85	86	82	80	84	81	80	81	85
Top Speed	77	98	80	80	69	78	84	88	83	82	84	87
Acceleration	69	84	73	83	70	72	84	91	86	87	86	88
Response	73	82	82	76	76	76	77	74	76	84	78	93
Agility	74	78	74	80	76	75	82	80	86	87	85	88
Dribble Accuracy	71	69	71	80	85	78	83	79	90	86	80	85
Dribble Speed	68	72	73	83	80	74	81	90	81	79	84	86
Short Pass Accuracy	70	65	68	71	79	80	76	75	83	74	71	73
Short Pass Speed	69	77	65	69	84	77	76	77	81	73	73	69
Long Pass Accuracy	70	68	74	78	81	76	78	79	83	70	74	72
Long Pass Speed	69	81	73	80	78	82	81	85	79	73	80	68
Shot Accuracy	63	60	60	67	74	71	81	75	77	87	73	87
Shot Power	72	85	74	83	85	84	86	86	82	81	82	84
Shot Technique	62	65	57	64	66	71	79	82	73	90	75	87
Free Kick Accuracy	53	71	54	74	75	78	81	79	82	60	72	72
Curling	50	61	56	75	72	76	78	79	78	53	77	70
Header	75	73	71	72	70	75	69	68	68	83	71	81
Jump	82	87	82	78	81	70	75	73	74	85	77	84
Technique	71	67	72	81	86	81	84	77	86	87	80	83
Aggression	53	60	62	78	66	72	80	87	77	81	85	97
Mentality	68	71	71	72	69	69	70	74	67	75	73	80
Teamwork Ability	74	67	71	66	78	68	71	74	76	74	73	70
Consistency	5	5	6	4	6	5	6	4	5	5	6	6
Condition/Fitness	6	6	4	4	5	6	6	5	4	5	6	4
Weak Foot Accuracy	5	4	6	5	5	6	5	5	5	5	5	6
Weak Foot Frequency	5	5	6	5	5	5	5	4	5	5	5	6

Recommended Playing Style: **Direct, Counter-Attack**
Key Men: **Perea, Torres, Kezman**
Set-Piece Specialist: **Maxi Rodriguez**

FORMATION

With C. Atlético Madrid having such a strong side, the default 4-4-1-1 seems needlessly over-cautious; it also leaves Torres isolated when you attempt to play on the break. Another drawback is that it means leaving the excellent Kezman out of the side. A more straightforward 4-4-2 is a better alternative, but you should also explore the possibilities of the 4-3-3 and 3-4-3 formations.

TIPS & OBSERVATIONS

- Although C. Athletico Madrid features many capable players, Teamwork ratings are low throughout this side. A fast and direct style of play seems the best solution to this problem – complicated passing moves are not this team's forte.
- With no D-Line star, C. Atlético Madrid's defence is not particularly disciplined. However, the awesome pace of Perea (he has a Top Speed of 98) will give you an excellent chance of catching **any** striker.
- Luccin, Colsa and Ibagaza have the Passing star, which makes them hugely important.

F.C. BARCELONA

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Xavi, Deco, Ronaldinho**
Set-Piece Specialists: **Deco, Xavi**

FORMATION

F.C. Barcelona use a very attacking 4-3-3, but with support strikers (rather than wingers) playing just behind and to either side of a centre-forward. No matter which formation you choose, you must resign yourself to leaving a handful of outstanding players on the bench. If you want to accommodate an additional midfielder – particularly the creative Iniesta – a 3-4-3 or even 3-5-2 are solid alternatives.

TIPS & OBSERVATIONS

- F.C. Barcelona have three midfielders with both the Playmaker and Passing stars: Xavi, Deco and Iniesta. It's difficult to fit all three into your side, but the benefits of doing so should be obvious...
- With both full-backs pushing forward to support the midfield in the default formation, this F.C. Barcelona side is extremely vulnerable to fast counter-attacks.
- Ronaldinho is an awesome talent: his Agility, Dribble Accuracy and Dribble Speed can make him extraordinarily dangerous. Opposing teams will do well to deny him space at all times.

ABILITY GUIDE: SPECIAL ABILITIES

Puyol	Outside, Marking, Sliding, Covering
Márquez	Covering, D-Line
Belletti	Dribbling
Van Bronckhorst	None
Van Bommel	Reaction, Passing, Middle Shooting, Penalties, 1-Touch Pass, Outside, Sliding
Xavi	Reaction, Playmaker, Passing, 1-Touch Pass, Outside
Deco	Tactical Dribble, Playmaker, Passing, Middle Shooting, 1-Touch Pass, Outside, Covering
Giuly	Reaction, Lines, Side, 1-Touch Pass, Outside
Ronaldinho	Dribbling, Passing, Side, 1-Touch Pass, Outside
Eto'o	Dribbling, Reaction, 1-1 Score, Middle Shooting, Outside
Iniesta	Playmaker, Passing, 1-Touch Pass, Outside
Larsson	Positioning, Scoring, Lines, Penalties, 1-Touch Pass, Outside

ABILITY GUIDE

Player	Puyol	Márquez	Belletti	Van Bronckhorst	Van Bommel	Xavi	Deco	Giuly	Ronaldinho	Eto'o	Iniesta	Larsson
Height (cm)	178	182	179	178	187	170	177	164	181	180	170	178
Attack	67	63	75	72	78	77	80	82	93	90	78	91
Defence	90	85	69	71	66	73	75	56	43	44	62	60
Balance	89	86	79	77	88	75	82	79	84	83	71	83
Stamina	95	81	87	85	87	90	87	87	84	81	86	84
Top Speed	86	72	81	81	76	77	74	85	87	95	81	81
Acceleration	88	76	80	74	75	77	78	87	87	97	82	87
Response	90	81	71	69	78	79	77	82	78	82	73	92
Agility	84	76	81	74	71	82	79	90	93	91	82	85
Dribble Accuracy	73	72	79	75	80	85	90	88	97	86	85	88
Dribble Speed	78	71	82	75	76	77	75	85	91	91	81	75
Short Pass Accuracy	73	76	71	77	85	94	91	80	90	77	87	85
Short Pass Speed	79	82	70	82	84	81	86	80	84	81	79	78
Long Pass Accuracy	73	83	74	86	85	92	87	81	86	71	82	72
Long Pass Speed	80	88	81	82	88	83	86	80	86	72	74	69
Shot Accuracy	65	71	66	73	77	81	80	83	82	83	75	90
Shot Power	78	85	82	84	93	76	87	80	84	91	70	80
Shot Technique	67	70	68	69	74	75	76	85	87	87	73	91
Free Kick Accuracy	58	74	72	83	78	84	86	68	77	61	76	78
Curling	61	63	76	87	84	81	82	72	83	67	73	72
Header	69	84	72	71	80	72	67	65	76	70	64	87
Jump	83	86	78	79	74	77	71	72	79	81	69	87
Technique	75	75	74	77	86	89	92	86	97	82	86	90
Aggression	70	71	85	71	76	74	74	80	85	88	77	72
Mentality	94	75	72	77	85	82	83	86	73	68	71	80
Teamwork Ability	84	73	70	71	86	90	91	83	83	70	75	85
Consistency	8	6	5	7	5	7	7	7	6	4	5	7
Condition/Fitness	7	5	6	5	5	7	6	6	4	5	5	6
Weak Foot Accuracy	5	5	5	4	6	6	5	6	6	5	5	7
Weak Foot Frequency	4	4	5	3	5	5	5	6	6	5	5	7

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R. MADRID

Recommended Playing Style: **Attacking**
Key Men: **Roberto Carlos, Zidane, Ronaldo**
Set-Piece Specialists: **Roberto Carlos, Beckham, Zidane**

ABILITY GUIDE: SPECIAL ABILITIES

Woodgate	Marking
Iván Helguera	Positioning, Sliding
Salgado	None
Roberto Carlos	Middle Shooting, Outside, Long Throw
Gravesen	Tactical Dribble, Reaction, Passing, Middle Shooting, Centre, Marking, Long Throw
Beckham	Passing, Middle Shooting, Side, Outside
Guti	Passing
Zidane	Tactical Dribble, Playmaker, Middle Shooting, 1-Touch Pass, Outside
Raúl	Positioning, Reaction, Scoring, 1-1 Score, Outside
Ronaldo	Dribbling, Positioning, Reaction, Scoring, 1-1 Score, Lines, Centre, 1-Touch Pass, Outside
Baptista	Reaction, Penalties, Outside
Robinho	Dribbling, Tactical Dribble, Side, Outside

ABILITY GUIDE

Player	Woodgate	Iván Helguera	Salgado	Roberto Carlos	Gravesen	Beckham	Guti	Zidane	Raúl	Ronaldo	Baptista	Robinho
Height (cm)	188	185	176	168	183	182	181	185	180	183	183	172
Attack	53	70	76	79	75	80	82	88	92	97	84	80
Defence	83	78	75	65	76	60	56	54	50	32	55	25
Balance	82	84	77	78	90	78	80	93	77	89	89	66
Stamina	79	88	90	93	89	85	84	78	87	76	84	75
Top Speed	80	77	79	88	72	75	78	72	76	92	82	88
Acceleration	80	73	82	86	75	73	80	76	81	83	76	88
Response	83	83	78	80	81	80	78	81	94	86	76	73
Agility	76	76	84	87	73	77	78	77	80	80	80	91
Dribble Accuracy	71	81	78	81	78	78	84	96	86	95	76	96
Dribble Speed	67	72	80	88	69	73	74	76	73	85	72	93
Short Pass Accuracy	72	78	74	78	81	84	85	96	86	78	73	78
Short Pass Speed	72	85	75	87	78	88	85	88	78	75	78	72
Long Pass Accuracy	77	77	76	87	81	99	84	92	81	76	73	76
Long Pass Speed	73	78	72	97	81	96	80	90	75	74	71	71
Shot Accuracy	57	71	67	72	67	77	81	81	94	97	83	77
Shot Power	76	85	75	99	85	88	78	90	78	88	85	77
Shot Technique	66	80	71	67	68	71	81	86	94	93	80	77
Free Kick Accuracy	54	63	60	85	78	97	76	86	71	77	76	70
Curling	51	60	63	93	77	98	75	84	70	76	71	67
Header	83	83	65	67	75	68	80	76	77	71	83	73
Jump	80	88	78	88	78	67	78	73	74	72	83	84
Technique	72	84	78	90	81	88	84	99	94	92	83	95
Aggression	55	75	85	85	76	74	76	75	85	90	76	84
Mentality	66	72	80	86	92	82	68	80	90	75	68	65
Teamwork Ability	69	78	85	85	86	75	77	80	90	70	71	80
Consistency	5	5	7	5	6	7	5	8	6	5	5	5
Condition/Fitness	5	7	7	8	6	7	5	6	7	5	5	5
Weak Foot Accuracy	5	5	5	3	5	5	5	8	5	7	5	4
Weak Foot Frequency	5	5	5	3	5	5	5	7	5	8	5	4

FORMATION

An abundance of talent in midfield and up front means that attack is the best form of defence with R. Madrid. As the first-choice midfielders (with the exception of Beckham) specialise in central roles, we believe a 3-5-2 "A-1" is the best choice. Roberto Carlos is a natural wing-back on the left, and Beckham slots in perfectly on the right as a side midfielder.

TIPS & OBSERVATIONS

- R. Madrid have three of the best long passers in the game in Zidane, Beckham and Roberto Carlos. All three can make crosses and long-range passes of incredible accuracy and speed.
- R. Madrid are not particularly strong defensively: they lack a player with a D-Line star, and have only one outstanding centre-back (Helguera).
- In addition to his many other skills, Ronaldo has the Lines star and the pace to escape defenders if he beats the offside trap – especially when supplied with a through-ball from key playmaker Zidane...

R.C. DEPORTIVO

Recommended Playing Style: **Attacking**
Key Men: **Andrade, Sergio Gonzalez, Valeron**
Set-Piece Specialist: **Víctor**

FORMATION

R.C. Deportivo's 4-4-1-1 puts too much pressure on your sole centre-forward (generally Tristán): he can easily be swamped by opposing defenders, and attacking midfielder Valeron – for all his creative ability – is not a great marksman. A straightforward with midfield diamond would be a better choice. If you like playing a 4-3-3, don't chose R.C. Deportivo: they don't really have the players for it.

TIPS & OBSERVATIONS

- Valeron has the Playmaker and Passing stars in addition to Short Pass Accuracy of 96. He's at his most dangerous playing "in the hole", where he can stab through-balls for other players to collect.

- Sergio Gonzalez is R.C. Deportivo's best defensive midfielder, but you should allow him to make forward runs: he has the Passing star and sufficient stamina to be a genuine box-to-box midfielder.

- With the exception of Andrade, R.C. Deportivo are a little slow at the back. They also don't have a player with the D-Line star. Fast strikers will cause this team's back line all sorts of problems.

ABILITY GUIDE: SPECIAL ABILITIES

Coloccini	Marking
Andrade	Covering
Manuel Pablo	None
Romero	None
Sergio Gonzalez	Passing
De Guzman	Covering
Víctor	Dribbling
Munitis	Dribbling, Reaction
Valeron	Tactical Dribble, Playmaker, Passing, Outside
Diego Tristán	Scoring, Middle Shooting, 1-Touch Pass, Outside
Duscher	Sliding
Rubén Castro	Reaction, Scoring, Lines

ABILITY GUIDE

Player	Coloccini	Andrade	Manuel Pablo	Romero	Sergio Gonzalez	De Guzman	Víctor	Munitis	Valeron	Diego Tristán	Duscher	Rubén Castro
Height (cm)	183	184	176	183	182	169	183	167	180	186	174	174
Attack	63	57	72	72	76	71	81	82	80	87	66	80
Defence	84	86	76	80	74	69	60	55	58	37	76	37
Balance	87	86	78	82	80	76	76	78	84	86	84	75
Stamina	82	83	83	81	90	86	80	86	80	77	86	81
Top Speed	73	85	80	76	80	80	82	83	72	77	70	84
Acceleration	69	83	75	73	79	84	86	86	74	79	73	85
Response	75	76	77	73	79	84	72	85	75	77	78	80
Agility	72	81	75	74	77	83	79	88	78	77	76	83
Dribble Accuracy	74	71	73	75	80	81	86	84	92	86	71	79
Dribble Speed	69	70	78	72	76	75	84	82	71	70	70	82
Short Pass Accuracy	71	70	70	71	83	77	76	76	96	81	71	70
Short Pass Speed	72	74	74	72	80	75	74	74	76	76	74	70
Long Pass Accuracy	73	69	69	74	81	77	89	68	83	72	70	68
Long Pass Speed	76	68	74	73	77	70	87	73	74	74	72	66
Shot Accuracy	66	62	62	66	72	65	71	80	72	83	66	82
Shot Power	78	76	75	76	87	74	81	81	76	90	83	78
Shot Technique	70	68	63	64	70	64	70	80	71	85	64	83
Free Kick Accuracy	63	55	55	60	78	57	76	76	71	78	55	67
Curling	58	52	62	64	76	56	80	73	70	76	50	60
Header	84	72	72	72	86	70	70	72	76	76	72	73
Jump	88	86	77	77	86	82	73	78	74	77	75	78
Technique	74	70	74	78	81	80	83	80	93	87	70	80
Aggression	64	61	74	74	72	64	83	84	77	76	70	83
Mentality	72	69	77	72	78	69	70	78	71	69	68	72
Teamwork Ability	72	71	76	80	81	69	79	66	84	73	70	68
Consistency	5	5	6	7	7	5	5	6	6	4	5	4
Condition/Fitness	6	5	5	6	7	6	5	5	5	4	5	5
Weak Foot Accuracy	5	5	5	4	5	5	5	5	5	7	4	5
Weak Foot Frequency	5	5	5	4	5	5	5	4	5	6	4	5

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VALENCIA C.F.

Recommended Playing Style: **Attacking, Counter-Attack, Defensive**
Key Men: **Ayala, Baraja, Aimar**
Set-Piece Specialist: **Aimar**

ABILITY GUIDE: SPECIAL ABILITIES

Ayala	Marking
C. Marchena	Covering
Caneira	Outside, Covering
Carboni	Marking, D-Line
Albelda	Centre
Baraja	Passing, Middle Shooting, Outside
Angulo	Positioning, Reaction, Passing, Side
Vicente	Dribbling, Outside
Aimar	Dribbling, Reaction, Playmaker, Outside
Kluivert	Tactical Dribble, Positioning, Passing, Scoring, Post Player, 1-Touch Pass, Outside
Edu	Middle Shooting, Outside
De Vaio	Dribbling, Scoring, Lines, Side, Outside

ABILITY GUIDE

Player	Ayala	C. Marchena	Caneira	Carboni	Albelda	Baraja	Angulo	Vicente	Aimar	Kluivert	Edu	De Vaio
Height (cm)	177	183	178	180	181	180	180	175	170	189	186	178
Attack	62	60	61	65	64	77	80	83	83	87	75	85
Defence	93	84	76	81	82	72	50	46	45	42	65	36
Balance	83	85	78	80	83	84	78	76	75	92	85	77
Stamina	81	81	85	80	91	88	83	82	78	82	84	85
Top Speed	80	76	75	74	79	75	80	86	85	80	75	83
Acceleration	76	73	74	71	71	76	77	90	86	74	74	89
Response	82	82	77	75	78	78	77	77	78	77	73	88
Agility	79	76	72	71	72	74	76	90	87	74	77	86
Dribble Accuracy	72	74	73	74	73	79	80	88	92	92	82	77
Dribble Speed	71	70	71	73	68	72	76	87	88	72	73	90
Short Pass Accuracy	72	77	73	72	73	84	78	75	91	85	83	70
Short Pass Speed	73	78	70	74	76	85	81	77	85	77	81	74
Long Pass Accuracy	75	76	73	77	76	86	78	80	84	76	82	68
Long Pass Speed	69	71	72	75	74	83	79	81	81	76	79	70
Shot Accuracy	62	64	66	60	67	75	80	80	80	78	73	83
Shot Power	80	79	72	77	84	90	78	84	83	86	83	84
Shot Technique	68	63	67	59	62	80	84	74	81	95	73	84
Free Kick Accuracy	56	50	55	77	50	78	78	78	77	72	78	77
Curling	52	50	65	76	50	77	78	81	78	70	80	73
Header	85	77	72	71	72	82	76	67	72	92	77	76
Jump	99	83	75	70	85	83	75	72	83	93	76	74
Technique	75	76	72	74	74	84	82	84	92	94	81	83
Aggression	58	60	65	75	60	77	77	86	78	75	74	90
Mentality	84	76	72	88	78	80	71	73	73	63	70	79
Teamwork Ability	83	85	75	87	82	90	76	74	77	75	80	73
Consistency	7	6	4	7	7	5	5	5	4	3	5	4
Condition/Fitness	7	7	6	7	7	6	5	5	4	2	6	5
Weak Foot Accuracy	5	5	5	4	4	6	6	6	5	7	4	5
Weak Foot Frequency	4	3	5	4	4	6	5	5	5	6	3	5

FORMATION

With a midfield containing players that are all reasonably comfortable in front of goal, the default Valencia C.F. formation – featuring a sole striker supported by Aimar – isn't a bad choice if you favour a more defensive style of play. If, by contrast, you prefer an attacking game, consider playing three up front, with Vicente and Di Vaio either side of Kluivert, Baraja and Albelda as DMFs, and Aimar given licence to roam behind your striker.

TIPS & OBSERVATIONS

- Valencia C.F. are defensively strong. Midfielders Albelda and Baraja protect the back line well, and Ayala compensates for his lack of height with his phenomenal Jump ability of 99.
- The quick-footed Aimar is this side's key playmaker. Opposing managers should consider man-marking him.
- Full-back Carboni is the only player in the side with the D-Line star. If you always use a three-man defence, it would be advisable to play him out of position as your third centre-back.

A.C. MILAN

Recommended Playing Style: **Attacking, Defensive**
Key Men: **Nesta, Pirlo, Shevchenko**
Set-Piece Specialist: **Pirlo**

FORMATION

Although it lacks dedicated wingers for the 3-4-3 and 4-3-3 formations (you'll need to use support strikers instead), this A.C. Milan side can work with any tactical system. If you play with three centre-backs in a 3-5-2 "B-1", you can have Cafu playing as a wing-back, Seedorf slightly out of position on the left touchline as a side midfielder, and Pirlo and Gattuso as DMFs in front of the awesome trio of Nesta, Stam and Maldini.

TIPS & OBSERVATIONS

- The A.C. Milan back line is quite possible the best in the game: height, strength, pace... *it has everything.* With three defenders having the D-Line star, this side has the best offside trap a manager could hope for.

- Shevchenko and Vieri are a deadly strike pairing, with Gilardino and Inzaghi being more-than-adequate replacements when their services are required.

- Although he's an excellent ball-winner, Gattuso's Technique and Passing stats are notably low. Use him to win the ball, then look to pass it to playmakers Pirlo and Kakà.

ABILITY GUIDE: SPECIAL ABILITIES

Nesta	Outside, Marking, Covering, D-Line
Stam	Marking, Covering, D-Line
Cafu	Dribbling
Maldini	Passing, Outside, Covering, D-Line
Pirlo	Tactical Dribble, Playmaker, Passing, Middle Shooting, Centre, Penalties, 1-Touch Pass, Outside
Gattuso	Middle Shooting, Marking, Sliding, Covering
Seedorf	Tactical Dribble, Passing, Middle Shooting, 1-Touch Pass, Outside
Kakà'	Dribbling, Passing, Middle Shooting, Outside
Shevchenko	Dribbling, Positioning, Scoring, Lines, Middle Shooting, Side, Penalties, 1-Touch Pass, Outside
Vieri	Positioning, Scoring, Post Player, Centre, 1-Touch Pass, Outside
Serginho	Dribbling, Side, Outside
Gilardino	Positioning, Scoring, Post Player, Lines, Centre, 1-Touch Pass, Outside

ABILITY GUIDE

Player	Nesta	Stam	Cafu	Maldini	Pirlo	Gattuso	Seedorf	Kakà	Shevchenko	Vieri	Serginho	Gilardino
Height (cm)	187	191	176	186	177	177	176	186	183	185	181	184
Attack	63	65	78	72	81	65	80	85	97	94	77	91
Defence	97	95	60	98	63	80	66	54	42	33	40	35
Balance	86	96	79	88	74	85	90	84	90	96	73	88
Stamina	84	81	98	82	83	97	93	85	86	80	76	84
Top Speed	81	78	84	77	75	81	77	88	86	83	93	86
Acceleration	80	85	83	79	74	82	78	92	94	87	86	86
Response	95	86	75	86	73	88	80	84	90	92	71	92
Agility	79	71	78	74	76	78	80	83	85	77	84	83
Dribble Accuracy	76	74	85	83	91	69	85	89	84	77	85	78
Dribble Speed	77	72	86	72	75	74	82	93	85	80	92	72
Short Pass Accuracy	76	73	75	82	94	70	86	86	77	73	75	76
Short Pass Speed	76	72	77	82	86	75	85	85	80	77	80	76
Long Pass Accuracy	76	73	82	85	97	67	86	83	76	69	80	72
Long Pass Speed	67	72	85	82	83	72	81	83	78	75	83	73
Shot Accuracy	58	64	65	65	75	64	77	80	95	92	73	89
Shot Power	80	90	84	83	81	84	92	83	90	90	80	82
Shot Technique	60	67	64	65	70	66	85	81	89	94	74	93
Free Kick Accuracy	60	73	65	66	86	59	75	74	77	72	76	65
Curling	63	62	76	75	93	58	80	83	75	63	83	60
Header	82	85	70	84	66	72	73	77	86	92	70	84
Jump	86	83	73	78	65	72	77	83	86	86	74	78
Technique	77	75	80	85	94	71	91	92	85	83	85	87
Aggression	62	65	83	70	66	65	77	86	95	94	88	95
Mentality	72	76	75	98	65	94	73	73	85	67	66	78
Teamwork Ability	84	82	88	95	90	80	93	78	82	72	60	82
Consistency	6	7	7	8	6	7	4	5	6	5	4	6
Condition/Fitness	6	5	8	8	6	7	4	5	6	4	3	7
Weak Foot Accuracy	5	5	5	8	7	5	6	6	5	5	4	6
Weak Foot Frequency	5	5	5	8	6	5	5	5	5	4	3	5

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A.S. ROMA

Recommended Playing Style: **Counter-Attack**
Key Men: **Chivu, Totti, Cassano**
Set-Piece Specialists: **Totti, Chivu**

ABILITY GUIDE: SPECIAL ABILITIES

Mexés	Covering, D-Line
Chivu	Middle Shooting, Penalties, Marking, Covering, D-Line
Dellas	Covering
Dacourt	Playmaker, Middle Shooting, Centre, Sliding, Covering
De Rossi	Reaction, Outside, Sliding
Cufre	Marking, Sliding
Mancini	Dribbling, Reaction, 1-Touch Pass, Outside
Totti	Tactical Dribble, Passing, Scoring, 1-1 Score, Middle Shooting, Penalties, 1-Touch Pass, Outside
Cassano	Dribbling, Tactical Dribble, Reaction, Passing, 1-1 Score, Side, 1-Touch Pass, Outside
Montella	Positioning, Scoring, 1-1 Score, Lines, Penalties
Perrotta	Reaction
Nonda	Scoring

ABILITY GUIDE

Player	Mexés	Chivu	Dellas	Dacourt	De Rossi	Cufre	Mancini	Totti	Cassano	Montella	Perrotta	Nonda
Height (cm)	187	184	197	179	184	176	183	180	175	172	178	181
Attack	63	72	60	62	76	63	77	90	84	93	68	82
Defence	83	86	84	77	62	72	50	35	28	33	72	35
Balance	85	85	95	85	84	82	80	88	85	73	83	83
Stamina	82	87	78	84	85	87	88	80	76	86	93	80
Top Speed	73	82	68	74	73	80	89	76	86	85	80	84
Acceleration	71	81	66	71	72	83	93	78	88	88	77	82
Response	82	85	75	77	80	84	78	86	82	94	82	84
Agility	74	80	64	73	73	81	82	81	87	88	76	83
Dribble Accuracy	72	78	68	76	80	72	85	90	95	87	71	75
Dribble Speed	70	77	73	72	74	74	83	80	87	84	72	70
Short Pass Accuracy	74	79	67	75	83	69	79	92	85	78	74	66
Short Pass Speed	70	78	75	83	82	71	74	92	81	80	80	68
Long Pass Accuracy	76	84	68	76	83	69	83	92	82	76	72	66
Long Pass Speed	75	79	74	82	79	74	82	88	79	76	72	66
Shot Accuracy	68	70	56	66	76	62	77	89	85	94	72	82
Shot Power	76	87	83	85	84	83	82	91	78	75	77	85
Shot Technique	72	72	55	67	82	68	85	90	85	88	73	80
Free Kick Accuracy	65	85	56	78	72	73	76	82	73	75	60	70
Curling	62	87	55	78	74	65	78	85	77	72	65	60
Header	79	72	78	79	76	69	73	80	71	87	73	78
Jump	85	83	74	72	75	86	78	77	74	86	78	83
Technique	77	83	67	78	83	72	86	94	95	88	73	77
Aggression	62	72	58	60	75	65	85	82	92	96	73	75
Mentality	72	80	67	70	72	73	70	76	73	74	70	68
Teamwork Ability	80	80	82	83	80	72	78	82	75	85	87	67
Consistency	4	6	5	6	3	6	5	3	2	7	6	5
Condition/Fitness	5	6	5	7	4	6	5	3	3	4	6	4
Weak Foot Accuracy	5	4	5	6	6	6	5	5	6	7	5	5
Weak Foot Frequency	5	4	4	5	5	6	5	6	5	6	5	5

FORMATION

One of the few sides in PES5 to use the 3-4-3 as default, A.S. Roma's formation makes them great in possession, but vulnerable to counter-attacks along their unprotected flanks – especially when playing against a team that uses wingers. Design a second formation (with, for example, Dacourt, Cufre and Mancini dropping back to much deeper positions) to use as a manual strategy when you need to defend.

TIPS & OBSERVATIONS

- Totti and Cassano are incredibly talented players, but they're rather inconsistent and are prone to errors. You should bear this in mind when in control of either.
- If you keep the sweeper system – it's not to everyone's liking – play Chivu in that role. Both Mexés and Dellas lack pace and acceleration.
- Montella has the Lines star which makes him a threat to even a well-organised offside trap. Use Totti and Cassano (both have the Passing star) to feed him with through-balls to chase.

INTER

Recommended Playing Style: **Attacking**
Key Men: **Samuel, Verón, Adriano**
Set-Piece Specialist: **Verón, Recoba, Adriano, Mihajlovic, Figo**

FORMATION

Inter's 4-2-2-2 takes some getting used to. Having the midfield staggered in two banks of two makes it strong in the centre, but weak on the flanks; if you send your full-backs forward to compensate for this, you become extremely vulnerable to counter-attacks at either side (especially if your opponent uses a 4-3-3). You might prefer to play a conventional 4-4-2, sacrificing Recoba and C. Zanetti in favour of Figo and Stankovic as side midfielders.

TIPS & OBSERVATIONS

- We prefer the mercurial Recoba as a partner to Verón, but his inconsistency means that playmaker Pizarro might be a better option.
- Cambiasso and Verón both have the Playmaker stars. As Verón also has outstanding Passing ability, he should ideally be at the hub of every attacking move.
- Martins has unbelievable pace (he's the fastest player in PES5), but his shooting skills are less impressive. If you have a clear run on goal, it's often better to round the keeper than to attempt to slot the ball past him.

ABILITY GUIDE: SPECIAL ABILITIES

Iván Cordoba	Marking, D-Line
Samuel	Marking, Covering, D-Line
Javier Zanetti	Outside, Tactical Dribble, Marking
Favalli	Covering
C. Zanetti	Covering
Cambiasso	Playmaker, Centre, Outside, Covering
Verón	Tactical Dribble, Playmaker, Passing, Middle Shooting, Centre, 1-Touch Pass, Outside
Recoba	Dribbling, Tactical Dribble, Passing, 1-1 Score, Middle Shooting, Outside
Martins	Dribbling, Scoring, Side, Outside
Adriano	Dribbling, Tactical Dribble, Scoring, Post Player, Middle Shooting, Side, Outside
Pizarro	Tactical Dribble, Playmaker, Passing, Centre, Penalties, Outside
Stankovic	Positioning, Reaction, Middle Shooting, Outside

ABILITY GUIDE

Player	Iván Cordoba	Samuel	Javier Zanetti	Favalli	C. Zanetti	Cambiasso	Verón	Recoba	Martins	Adriano	Pizarro	Stankovic
Height (cm)	173	182	178	181	180	178	186	179	170	189	168	181
Attack	62	60	77	62	62	76	82	82	76	90	78	81
Defence	84	95	66	81	76	75	62	23	40	36	58	58
Balance	80	92	85	85	82	78	86	75	85	98	79	84
Stamina	86	84	94	82	92	90	87	70	85	84	82	91
Top Speed	90	81	87	77	72	75	76	87	99	88	77	83
Acceleration	96	82	84	75	73	76	74	90	99	90	77	84
Response	86	90	82	77	78	76	75	75	77	81	76	85
Agility	85	78	80	73	72	77	74	88	97	82	82	81
Dribble Accuracy	73	70	83	70	71	85	90	93	76	86	87	83
Dribble Speed	85	64	84	71	70	76	74	94	96	82	75	78
Short Pass Accuracy	73	75	77	72	72	85	94	84	70	70	88	84
Short Pass Speed	75	78	80	69	76	80	88	84	68	78	85	83
Long Pass Accuracy	75	82	75	76	72	84	97	90	72	68	90	84
Long Pass Speed	72	77	85	70	74	75	85	92	74	88	79	78
Shot Accuracy	55	66	68	60	68	72	80	85	76	89	70	82
Shot Power	74	82	85	76	80	79	94	94	78	99	78	86
Shot Technique	59	67	64	60	66	73	82	84	79	88	73	83
Free Kick Accuracy	59	70	72	62	72	78	86	90	61	83	73	76
Curling	62	67	79	66	68	77	88	97	62	84	76	76
Header	86	89	72	76	68	76	75	60	77	84	66	80
Jump	99	91	73	79	70	76	71	67	95	86	72	78
Technique	75	80	80	73	71	85	93	92	80	88	88	83
Aggression	62	57	78	65	60	66	72	85	88	92	70	82
Mentality	78	81	82	78	73	75	72	64	66	67	73	78
Teamwork Ability	80	81	85	88	82	82	86	58	67	68	83	88
Consistency	6	6	7	8	7	6	4	2	4	5	6	5
Condition/Fitness	6	7	8	7	7	6	4	2	4	4	6	5
Weak Foot Accuracy	5	4	6	6	5	5	5	3	6	5	6	5
Weak Foot Frequency	5	4	5	5	5	4	4	3	6	5	5	6

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JUVENTUS

Recommended Playing Style: **Attacking, Counter-Attack, Defensive**
Key Men: **Vieira, Nedved, Ibrahimovic**
Set-Piece Specialists: **Mutu, Del Piero**

ABILITY GUIDE: SPECIAL ABILITIES

Thuram	Outside, Marking, Sliding
Cannavaro	Marking, Covering, D-Line
Zébina	Sliding, Long Throw
Zambrotta	Dribbling, Outside
Emerson	Outside
Vieira	Reaction, Playmaker, Outside, Marking, Sliding
Camoranesi	Dribbling, Tactical Dribble, Outside
Nedved	Reaction, Middle Shooting, Outside
Miccoli	Dribbling, Scoring, Lines, Side
Ibrahimovic	Dribbling, Tactical Dribble, Scoring, Post Player, Lines, Side, 1-Touch Pass, Outside
Blasi	Marking, Sliding
Trezeguet	Positioning, Scoring, Centre, 1-Touch Pass, Outside

ABILITY GUIDE

Player	Thuram	Cannavaro	Zébina	Zambrotta	Emerson	Vieira	Camoranesi	Nedved	Miccoli	Ibrahimovic	Blasi	Trezeguet
Height (cm)	185	176	189	181	184	191	174	177	165	192	178	190
Attack	62	57	67	79	79	73	83	85	83	89	63	94
Defence	93	94	75	68	77	82	64	57	38	38	74	40
Balance	90	87	88	83	88	91	78	81	85	95	85	88
Stamina	82	83	87	96	90	90	90	96	85	86	92	81
Top Speed	83	77	86	85	78	80	82	82	85	83	76	78
Acceleration	83	81	77	75	77	81	86	83	92	85	76	78
Response	88	86	78	77	80	84	75	84	78	83	82	95
Agility	82	84	77	82	75	72	86	84	89	77	76	72
Dribble Accuracy	78	72	76	83	80	84	90	84	85	92	74	74
Dribble Speed	75	75	78	86	74	78	83	86	86	76	70	69
Short Pass Accuracy	76	70	73	77	84	86	79	84	78	78	74	74
Short Pass Speed	78	74	79	82	83	90	74	85	83	72	76	77
Long Pass Accuracy	76	73	74	82	83	83	85	85	81	71	73	69
Long Pass Speed	78	77	75	83	78	84	74	86	82	73	73	66
Shot Accuracy	59	58	61	70	75	72	75	86	82	82	63	95
Shot Power	80	85	85	84	78	85	84	96	86	85	82	80
Shot Technique	62	60	65	73	72	70	76	85	85	95	65	96
Free Kick Accuracy	56	69	67	70	72	69	75	77	79	66	52	56
Curling	60	63	65	74	62	67	80	72	80	64	63	62
Header	78	81	74	68	85	75	79	69	75	80	69	95
Jump	89	95	77	74	81	80	82	76	70	78	75	86
Technique	79	76	75	83	85	85	88	87	86	95	75	86
Aggression	60	58	68	77	65	73	75	83	87	82	58	89
Mentality	77	80	72	79	80	82	74	89	69	72	75	79
Teamwork Ability	79	80	76	86	90	88	85	90	68	83	73	82
Consistency	7	7	5	6	7	7	5	7	4	4	5	6
Condition/Fitness	7	7	5	7	6	6	6	8	5	6	5	6
Weak Foot Accuracy	5	5	4	6	5	5	5	7	5	6	5	6
Weak Foot Frequency	5	5	5	6	5	6	5	7	5	5	4	5

FORMATION

Juventus are among a handful of teams that can switch between two or three formations and have everyone play in a "speciality" position without a personnel change. The starting line-up in the 4-4-2 pictured here can be quickly and neatly changed to a strong 4-3-3, 3-4-3 or even 3-5-2. Use this to your advantage: design alternative formations, and assign them to the manual strategy buttons.

TIPS & OBSERVATIONS

- Play Trezeguet alongside Ibrahimovic – remember to edit the formation to change his role to centre-forward, as he's definitely not a support striker – and try to play as many crosses into the box as you can.
- Emerson and Vieira are both excellent holding midfielders, but allow the latter the opportunity to get forward – he has the Playmaker star.
- The average Technique and Teamwork ratings of this side are very high. If you have the requisite playing skill, you can confidently attempt slick one-touch-passing moves.

UDINESE

Recommended Playing Style: **Attacking**
Key Men: **Obodo, Di Natale, Iaquinta**
Set-Piece Specialists: **Di Natale**

FORMATION

Unlike the most popular 3-5-2 formations (the "A-1" with two AMFs and the "B-1" with two DMFs), Udinese's variation on this system features five in a central line, with a sole DMF playing in a slightly deeper position. This enables you to crowd the midfield, denying your opponent's playmakers sufficient space in which to ply their trade.

TIPS & OBSERVATIONS

- Udinese have few exceptional players, but are very strong as a whole. They can be a very difficult side to break down.
- With 80+ Stamina levels throughout the side, Udinese are suited to an aggressive pressing game.
- Don't be misled by Iaquinta's lack of orange or red stats: he's a much better all-round player than a brief glance at his abilities might suggest. His partnership with the fast, creative Di Natale can be a worry for any defence.

ABILITY GUIDE: SPECIAL ABILITIES

Bertotto	Marking, Sliding, Long Throw
Felipe	Marking, Covering, D-Line
Natali	Marking
Obodo	Centre
Pinzi	Marking, Sliding
Muntari	Outside
Mauri	None
Candela	Dribbling, Middle Shooting, Outside
Di Natale	Dribbling, Tactical Dribble, Reaction, Passing, Side, Outside
Iaquinta	Scoring, Post Player, Lines
Vidigal	Reaction
Di Michele	Dribbling, Reaction, Side, Outside

ABILITY GUIDE

Player	Bertotto	Felipe	Natali	Obodo	Pinzi	Muntari	Mauri	Candela	Di Natale	Iaquinta	Vidigal	Di Michele
Height (cm)	179	180	190	174	180	180	184	180	177	187	184	178
Attack	60	54	55	67	66	69	76	72	82	82	68	82
Defence	82	80	82	69	72	70	56	70	40	42	68	44
Balance	82	83	88	81	77	77	82	80	76	87	86	74
Stamina	80	83	82	91	88	84	86	85	82	86	90	87
Top Speed	77	78	75	82	82	84	79	82	91	84	80	85
Acceleration	74	76	75	81	81	82	72	78	89	75	74	88
Response	77	78	83	75	79	75	77	75	82	80	74	77
Agility	75	75	71	86	79	77	75	74	85	73	70	89
Dribble Accuracy	69	75	69	77	76	81	82	83	83	77	74	84
Dribble Speed	72	70	70	80	78	74	73	78	88	78	75	86
Short Pass Accuracy	72	72	68	77	75	77	82	73	78	72	76	73
Short Pass Speed	78	70	70	80	78	75	72	81	77	76	72	73
Long Pass Accuracy	75	76	73	75	76	77	74	80	83	72	74	72
Long Pass Speed	76	67	72	73	76	70	74	82	75	75	70	73
Shot Accuracy	60	56	56	63	72	66	77	72	82	81	65	81
Shot Power	78	75	75	82	82	82	82	85	80	88	82	80
Shot Technique	60	60	63	68	75	63	76	75	88	82	64	85
Free Kick Accuracy	57	60	56	53	60	77	70	75	75	75	52	60
Curling	63	62	58	63	69	83	70	80	82	62	56	64
Header	78	72	73	70	71	71	77	75	78	82	79	71
Jump	83	81	83	86	76	78	77	75	79	83	82	77
Technique	73	76	69	80	76	80	84	80	86	82	78	83
Aggression	59	62	62	68	67	67	78	69	85	82	68	88
Mentality	78	72	73	73	76	66	72	67	76	75	75	73
Teamwork Ability	82	76	75	71	78	72	78	80	83	78	78	70
Consistency	6	5	5	6	5	4	5	4	6	5	5	4
Condition/Fitness	7	6	6	6	5	4	5	3	5	6	5	6
Weak Foot Accuracy	5	4	5	5	5	4	5	5	6	5	5	6
Weak Foot Frequency	5	4	5	5	5	4	5	5	5	5	5	6

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RHEIN

Recommended Playing Style: **Attacking, Direct**
Key Men: **Nowotny, Schneider, Berbatov**
Set-Piece Specialist: **Schneider**

ABILITY GUIDE: SPECIAL ABILITIES

Nowotny	Covering, D-Line
Juan	None
Schneider	Outside
Babic	Side, Outside
Ramelow	Centre, Covering
Freier	Dribbling
Krzynówek	Tactical Dribble, Middle Shooting
Voronin	Reaction, Side, 1-Touch Pass
Franca	Dribbling, Playmaker, 1-Touch Pass
Berbatov	Scoring, Post Player, 1-Touch Pass
Roque Júnior	None
Athirson	None

ABILITY GUIDE

Player	Nowotny	Juan	Schneider	Babic	Ramelow	Freier	Krzynówek	Voronin	Franca	Berbatov	Roque Júnior	Athirson
Height (cm)	184	182	176	186	186	180	180	179	183	188	186	177
Attack	58	66	80	75	68	76	77	82	82	86	60	75
Defence	89	76	65	64	80	47	58	49	40	43	80	57
Balance	88	88	76	85	85	77	83	75	76	86	86	77
Stamina	75	81	86	81	88	80	82	82	75	78	82	80
Top Speed	74	81	76	77	75	83	77	83	80	78	74	78
Acceleration	69	79	74	80	72	85	80	82	79	82	74	76
Response	80	86	71	73	83	72	74	78	76	82	78	69
Agility	68	77	75	78	74	84	81	84	79	78	74	76
Dribble Accuracy	70	74	85	81	78	80	78	82	85	81	69	82
Dribble Speed	67	76	77	82	72	84	82	85	73	73	70	75
Short Pass Accuracy	74	73	80	80	79	70	71	78	85	77	62	80
Short Pass Speed	71	71	78	78	77	73	72	76	77	71	73	75
Long Pass Accuracy	82	70	92	80	81	76	82	75	78	69	65	83
Long Pass Speed	73	67	84	77	76	80	89	75	73	67	67	77
Shot Accuracy	66	65	80	70	70	74	76	84	82	85	63	73
Shot Power	80	77	80	84	89	80	90	79	78	82	76	78
Shot Technique	68	68	76	70	72	70	73	83	84	89	67	73
Free Kick Accuracy	50	54	87	75	72	60	79	78	78	67	57	78
Curling	52	50	85	75	76	60	78	75	79	70	60	80
Header	84	77	68	73	76	69	70	70	74	80	80	65
Jump	78	84	74	75	72	75	70	80	74	80	80	73
Technique	73	70	85	79	81	78	80	83	85	87	72	84
Aggression	70	77	68	73	65	88	84	83	70	77	75	85
Mentality	80	71	79	72	89	67	72	78	70	75	71	67
Teamwork Ability	84	69	80	75	83	64	70	70	73	77	68	67
Consistency	5	5	6	5	7	5	5	5	5	5	4	4
Condition/Fitness	5	5	7	4	7	4	6	4	4	5	4	5
Weak Foot Accuracy	5	5	6	5	5	5	4	5	6	5	5	4
Weak Foot Frequency	5	5	5	5	5	5	3	5	6	5	5	4

FORMATION

If you don't opt for a 4-4-2, Rhein's team is probably best suited to a 3-5-2 "B-1", with Babic playing alongside Ramelow as a DMF. No matter which formation you choose, Ramelow is at his most useful when played as a holding midfielder. Set him to the maximum defence level: he can perform a vital role in breaking up attacks through the centre and stifling influential attacking midfielders. He can also act as an additional centre-back if you're under heavy pressure.

TIPS & OBSERVATIONS

- Nowotny is an essential part of the Rhein back line – he is the only player with the D-Line star.
- Franca has the Playmaker star – a rarity for a striker. If you can use him to hold up the ball in and around your opponent's 18-yard box, you can pick out teammates who find space with simple passes.
- Berbatov is both tall and a good header of the ball. Aim your crosses in his direction.

ISAR

Recommended Playing Style: **Attacking**
Key Men: **Lucio, Ballack, Makaay**
Set-Piece Specialists: **Deisler, Hargreaves, Ze Roberto**

FORMATION

The default 4-4-2 or a 3-5-2 (which can make space for playmaker Hargreaves) are the best formations for Isar, but the presence of versatile players such as Sagnol, Salihamidzic, Karimi and Ballack (they can all play in three or more positions) means that you can change tactics without needing to use substitutes. It's a good idea to assign a couple of simple alternative formations to the manual strategy buttons.

TIPS & OBSERVATIONS

- Six Isar players have a Weak Foot Accuracy rating of 7, which is something you should bear in mind. Ballack, for example, is almost as good at shooting with his left foot as his right.

- Lucio has the Reaction star – an unusual attribute for a centre-back – and will occasionally run forward to join the midfield (or even attack). While this gives you greater manpower upfield, it can leave a gaping hole in your defence. Surprisingly, the team does not have a defender with the D-Line star.

- Ballack has the Middle Shooting star in addition to Shot Power of 97. If he has the space, make an attempt on goal.

ABILITY GUIDE: SPECIAL ABILITIES

Lucio	Reaction
Ismael	Marking, Sliding
Sagnol	None
Salihamidzic	Dribbling
Jeremies	Covering
Deisler	Dribbling, Tactical Dribble, Passing, Outside
Karimi	Dribbling, Reaction
Ballack	Tactical Dribble, Passing, Middle Shooting, 1-Touch Pass
Makaay	Positioning, Scoring, 1-Touch Pass
Pizzaro	Side, 1-Touch Pass
Hargreaves	Playmaker
Santa Cruz	Scoring

ABILITY GUIDE

Player	Lucio	Ismael	Sagnol	Salihamidzic	Jeremies	Deisler	Karimi	Ballack	Makaay	Pizzaro	Hargreaves	Santa Cruz
Height (cm)	187	191	180	180	177	182	182	189	188	184	180	189
Attack	75	59	68	77	64	79	81	86	93	88	75	81
Defence	86	83	79	64	79	49	46	56	42	46	68	45
Balance	92	90	82	79	84	85	78	92	85	87	77	80
Stamina	82	80	88	87	86	77	81	84	79	80	84	75
Top Speed	79	74	79	83	78	86	86	76	86	80	83	82
Acceleration	77	72	80	88	76	80	88	75	83	80	75	81
Response	85	77	83	73	80	77	86	79	91	85	73	82
Agility	78	67	82	85	74	85	87	77	80	82	77	80
Dribble Accuracy	77	68	76	85	75	90	93	86	78	77	80	80
Dribble Speed	78	70	74	92	71	83	88	77	77	75	75	71
Short Pass Accuracy	74	68	74	80	75	82	76	86	74	73	80	74
Short Pass Speed	76	70	75	77	75	83	74	85	73	74	75	73
Long Pass Accuracy	73	78	86	84	78	90	73	85	75	73	86	75
Long Pass Speed	74	77	80	80	76	90	72	81	76	76	83	70
Shot Accuracy	68	67	61	76	69	78	74	83	91	88	70	81
Shot Power	90	87	77	77	78	84	76	97	86	88	78	80
Shot Technique	69	67	63	79	67	81	71	81	95	85	72	87
Free Kick Accuracy	71	72	65	80	64	90	73	76	73	56	80	61
Curling	73	60	73	85	54	91	63	74	72	53	86	60
Header	87	85	74	69	70	70	81	86	84	86	68	83
Jump	80	80	80	72	76	70	82	81	80	83	72	81
Technique	75	73	79	84	76	90	86	91	85	83	82	82
Aggression	74	70	63	78	60	83	80	80	88	76	69	76
Mentality	75	68	75	75	76	71	65	83	79	70	73	70
Teamwork Ability	77	70	84	85	80	77	78	85	80	75	79	77
Consistency	6	6	5	7	7	5	6	7	6	5	6	5
Condition/Fitness	5	6	4	4	7	2	7	5	7	6	6	4
Weak Foot Accuracy	5	5	5	7	5	7	7	7	7	7	7	7
Weak Foot Frequency	5	5	5	6	5	6	7	7	7	7	7	7

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RUHR

Recommended Playing Style: **Attacking**
Key Men: **Rost, Asamoah, Kurányi**
Set-Piece Specialists: **Hamit Altintop, Lincoln**

ABILITY GUIDE: SPECIAL ABILITIES

Waldoch	Marking, Sliding, D-Line
Krstajic	Marking
Altintop	Passing, Middle Shooting, Side, Outside
Kobiashvili	Passing, Covering
Poulsen	Passing, Marking
Ernst	Reaction, Playmaker, Centre
Lincoln	Reaction, Passing
Asamoah	Reaction, Side
Kurányi	Scoring, Post Player
Sand	Scoring, Post Player, Lines
Bordon	Marking
Azaouagh	Tactical Dribble, Side

ABILITY GUIDE

Player	Waldoch	Krstajic	Altintop	Kobiashvili	Poulsen	Ernst	Lincoln	Asamoah	Kurányi	Sand	Bordon	Azaouagh
Height (cm)	187	191	182	183	182	183	177	180	190	183	188	175
Attack	50	60	76	75	72	74	78	80	84	82	60	74
Defence	81	82	50	69	75	70	49	56	46	46	85	41
Balance	87	84	80	79	82	80	75	85	85	86	90	70
Stamina	76	80	78	80	83	88	81	86	78	71	77	76
Top Speed	69	81	81	76	78	81	81	86	77	76	68	81
Acceleration	69	76	78	70	75	76	84	83	75	74	66	84
Response	77	78	72	72	76	75	68	87	79	78	80	74
Agility	67	66	78	75	76	76	80	79	78	77	69	86
Dribble Accuracy	64	66	82	79	80	77	85	77	80	75	72	84
Dribble Speed	63	70	85	72	73	78	81	86	70	73	69	72
Short Pass Accuracy	60	69	78	80	80	80	84	71	72	77	69	77
Short Pass Speed	70	76	76	75	78	78	75	69	69	69	71	69
Long Pass Accuracy	71	72	81	81	84	81	80	71	64	68	74	78
Long Pass Speed	75	75	77	81	81	73	70	80	63	67	78	80
Shot Accuracy	55	66	75	72	70	74	80	78	81	79	60	70
Shot Power	79	88	87	74	83	81	78	85	80	81	92	79
Shot Technique	66	72	79	67	70	68	75	78	80	84	65	75
Free Kick Accuracy	50	75	79	80	72	69	80	57	57	57	72	60
Curling	54	80	82	77	69	62	77	50	54	53	72	60
Header	80	84	65	71	71	72	62	75	86	85	77	65
Jump	74	87	73	74	75	81	78	82	82	83	77	72
Technique	71	69	80	80	81	82	89	76	80	80	72	85
Aggression	55	80	83	64	65	66	78	85	75	72	65	78
Mentality	79	75	73	67	75	72	69	69	75	74	78	75
Teamwork Ability	75	78	73	77	76	80	75	67	80	72	86	69
Consistency	6	6	4	5	5	6	6	4	5	3	6	5
Condition/Fitness	7	6	4	5	5	6	6	4	5	6	4	5
Weak Foot Accuracy	5	5	5	4	7	5	4	5	6	6	5	5
Weak Foot Frequency	5	5	5	4	6	6	4	5	6	6	4	5

FORMATION

The Ruhr formation is rather unique, with three men in midfield, two centre forwards, but only one winger – Asamoah, positioned on the right. Although it seems strange, it can be very effective. The only problem is that if Asamoah is unavailable, the only other winger in the squad is Azaouagh. A good alternative formation for Ruhr is a 3-5-2, with Kobiashvili and Poulsen as creative full-backs.

TIPS & OBSERVATIONS

- Bordon has better stats than Waldoch, but he can't match the D-Line star that Waldoch has. This is why we favour the latter in our formation.
- Four players in our suggested line-up have the Passing star, but only Ernst has the Playmaker star. Feed him the ball regularly and watch for intelligent runs from his teammates.
- Kuranyi and Sand have excellent aerial ability, so try to provide them with regular crosses and make the most of set-pieces (especially corners).

NECKAR

Recommended Playing Style: **Attacking**
Key Men: **Babbel, Meißner, Tomasson**
Set-Piece Specialist: **Heldt**

FORMATION

As we have previously mentioned, the 4-2-2-2 is a formation that isn't easy to get to grips with; some will never feel comfortable with it. It's a great shame to have a fast winger like Gronkjær in your squad and not have a position to play him in, so a common-or-garden 4-4-2 or a 3-5-2 with side midfielders instead of wing-backs would be better options.

TIPS & OBSERVATIONS

- Heldt will present you with a real selection dilemma. He has low physical attributes (particularly his Balance, Stamina, Acceleration and Agility), but can boast both the Playmaker and Passing stars.
- Tomasson is your most talented player. Watch carefully for his runs: with both the Reaction and Positioning stars, he's adept at losing his marker and finding space.
- Neckar lack a player with the D-Line star, so don't rely on your offside trap.

ABILITY GUIDE: SPECIAL ABILITIES

E. Meira	Outside, Covering
Babbel	Marking, Sliding
Hinkel	Dribbling, Outside
Magnin	None
Soldo	Centre, Sliding, Covering
Meißner	Reaction, Centre, Penalties, Sliding
Tiffert	Reaction, Sliding
Heldt	Playmaker, Passing, Outside
Tomasson	Positioning, Reaction, Scoring
Cacau	None
Hitzlsperger	Passing, Middle Shooting
Gronkjær	Dribbling

ABILITY GUIDE

Player	E. Meira	Babbel	Hinkel	Magnin	Soldo	Meißner	Tiffert	Heldt	Tomasson	Cacau	Hitzlsperger	Gronkjær
Height (cm)	190	191	183	185	189	176	183	170	182	179	183	187
Attack	59	68	76	74	64	78	74	76	87	82	73	77
Defence	82	85	70	64	82	67	58	52	53	45	66	52
Balance	85	87	80	80	85	77	81	74	78	79	80	75
Stamina	79	80	82	80	77	86	82	72	85	80	86	82
Top Speed	74	76	80	75	70	78	79	73	82	84	82	90
Acceleration	70	77	82	76	67	81	81	70	81	85	76	89
Response	82	82	78	66	85	80	71	69	93	78	80	73
Agility	71	72	86	72	64	78	77	70	83	82	76	86
Dribble Accuracy	69	73	83	77	70	76	76	81	80	79	73	83
Dribble Speed	63	70	86	73	65	78	80	73	76	80	70	85
Short Pass Accuracy	68	73	73	68	74	75	74	81	78	74	78	72
Short Pass Speed	71	68	76	69	75	71	71	81	75	73	72	75
Long Pass Accuracy	76	72	75	77	72	77	75	84	76	70	82	70
Long Pass Speed	70	71	77	74	70	74	75	79	77	68	76	72
Shot Accuracy	60	68	69	70	65	80	73	69	85	79	78	71
Shot Power	83	87	83	73	76	78	77	74	80	80	86	81
Shot Technique	66	67	70	65	63	77	75	72	87	83	72	69
Free Kick Accuracy	70	60	72	74	57	64	73	85	68	68	73	63
Curling	60	60	70	71	55	68	86	86	66	66	75	66
Header	76	84	69	62	80	76	68	66	85	72	69	63
Jump	78	79	69	73	73	78	71	65	80	76	78	67
Technique	74	73	79	70	75	76	78	81	83	77	80	82
Aggression	60	70	78	62	65	77	77	76	84	78	63	78
Mentality	74	80	75	65	82	80	69	73	75	65	70	66
Teamwork Ability	83	80	79	68	90	85	81	83	85	72	68	70
Consistency	4	5	5	4	7	6	5	7	6	4	5	4
Condition/Fitness	6	6	5	4	7	7	5	5	6	5	4	5
Weak Foot Accuracy	5	5	5	4	5	5	5	4	5	5	4	6
Weak Foot Frequency	5	5	6	5	5	5	6	4	5	5	4	6

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WESER

Recommended Playing Style: **Attacking, Direct**
Key Men: **Fahrenhorst, Micoud, Klose**
Set-Piece Specialist: **Micoud**

ABILITY GUIDE: SPECIAL ABILITIES

Naldo	None
Fahrenhorst	D-Line
Davala	Long Throw
Van Damme	None
Baumann	Marking, Covering
Borowski	Centre
Frings	Dribbling, Reaction
Micoud	Passing, Outside
Klose	Positioning, Scoring
Klasnic	Scoring, Side, 1-Touch Pass
Jensen	None
Valdez	Positioning, Scoring, Centre

ABILITY GUIDE

Player	Naldo	Fahrenhorst	Davala	Van Damme	Baumann	Borowski	Frings	Micoud	Klose	Klasnic	Jensen	Valdez
Height (cm)	192	190	184	194	187	194	182	188	183	186	179	178
Attack	53	56	72	66	62	73	79	81	83	85	74	78
Defence	77	81	68	69	83	69	64	50	47	40	61	28
Balance	88	88	84	92	88	85	83	73	82	80	74	82
Stamina	78	73	90	82	80	82	85	78	79	79	84	74
Top Speed	73	72	80	80	73	76	84	78	81	81	80	80
Acceleration	68	73	75	78	71	70	80	77	85	83	80	87
Response	73	76	80	73	79	73	75	77	86	75	68	85
Agility	72	74	78	68	69	69	80	77	77	77	81	82
Dribble Accuracy	70	68	82	73	70	79	77	81	80	85	83	78
Dribble Speed	67	69	72	78	62	71	79	75	77	79	80	77
Short Pass Accuracy	67	70	71	63	74	79	77	86	75	82	80	69
Short Pass Speed	71	74	72	72	72	78	77	80	71	76	76	74
Long Pass Accuracy	69	68	84	64	76	80	76	80	70	74	74	66
Long Pass Speed	73	75	79	78	73	77	79	76	69	70	76	68
Shot Accuracy	62	64	72	60	60	60	79	76	83	85	63	80
Shot Power	79	84	78	83	78	82	84	81	81	84	80	78
Shot Technique	64	65	75	62	58	64	79	78	85	86	66	79
Free Kick Accuracy	58	57	66	55	54	74	65	75	57	73	54	55
Curling	55	56	63	60	55	70	64	80	55	72	67	53
Header	75	80	78	77	80	75	72	70	92	74	63	78
Jump	78	81	78	73	75	77	68	70	90	72	74	75
Technique	70	73	72	73	73	80	75	81	82	83	80	76
Aggression	62	68	70	76	50	64	78	77	82	73	76	82
Mentality	70	74	69	66	84	67	78	67	71	70	68	71
Teamwork Ability	69	81	81	66	85	70	80	76	79	87	68	65
Consistency	5	6	6	4	6	5	6	5	4	6	4	4
Condition/Fitness	5	5	6	4	7	4	5	5	4	6	5	4
Weak Foot Accuracy	5	5	4	5	5	5	6	6	6	6	5	5
Weak Foot Frequency	4	5	5	5	5	5	6	6	6	6	5	5

FORMATION

Weser's 4-4-2 features a diamond midfield, but the two side midfielders are in very central positions. This is a positive thing when you are attempting to regain possession, but less so if you want to provide good crosses to your strikers – you'll find that you rely heavily on overlapping runs from your full backs to provide width. A second formation with your side midfielders nearer the touchlines and further forward could be a useful manual strategy.

TIPS & OBSERVATIONS

- Klose is exceptionally good in the air (he has a Header stat of 92, and his Jump rating is 90). If you don't make many crosses, you're wasting his talents.
- Weser lack speed in all areas of the park: no player in the squad has exceptional pace. If your front pair are struggling to break free of their markers, try replacing Klasnic with the faster Zidan or Valdez.
- They may be slow, but Naldo and Fahrenhorst are very tall, and are ably supported by the giant Van Damme during set-pieces and corners.

AZUR

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Squillaci, Adebayor, Chevanton**
Set-Piece Specialist: **Chevanton**

FORMATION

This is a team with a secure defence and two excellent strikers, but its midfield has no real stars. For that reason, it might be better to play a 4-3-3. Drop Plasil in order to play Maoulida on the left wing, move the excellent Chevanton to the right touchline – with instructions to make runs into the 18-yard box – and place the tall Adebayor in the centre.

TIPS & OBSERVATIONS

- Chevanton is the key player in this side: his great all-round stats (particularly his pace) make him deadly in the right hands. If you play him on the wing in a 4-3-3, his Lines star is of great benefit.
- Azur lack notably creative players – only two squad members have the Passing star. This can be a big disadvantage.
- Squillaci and Givet may have difficulties against very tall centre-forwards. When pitted against strikers with great aerial ability, it's a good idea to instruct your full-backs (or wing-backs) to put defence ahead of attack in order to reduce their supply of crosses.

ABILITY GUIDE: SPECIAL ABILITIES

Squillaci	Marking, D-Line
Givet	Marking
Maicon	Outside, Long Throw
Evra	Outside
Zikos	Reaction
Bernardi	Outside
Meriem	Tactical Dribble, Passing, Outside
Plasil	Side, Outside
Adebayor	Post Player
Chevanton	Positioning, Scoring, Lines, Outside
Sorlin	Tactical Dribble, Passing, Outside
Maoulida	Scoring, Outside

ABILITY GUIDE

Player	Squillaci	Givet	Maicon	Evra	Zikos	Bernardi	Meriem	Plasil	Adebayor	Chevanton	Sorlin	Maoulida
Height (cm)	185	181	184	174	180	171	174	183	190	172	183	184
Attack	55	58	73	72	60	60	79	73	82	87	73	80
Defence	85	80	62	68	76	73	55	60	40	34	62	40
Balance	86	81	83	80	78	85	70	76	88	80	74	76
Stamina	79	80	86	88	84	86	83	84	82	84	83	79
Top Speed	75	77	82	88	75	70	79	80	82	86	78	86
Acceleration	75	78	80	85	73	72	75	72	80	90	75	83
Response	80	80	68	77	80	79	70	72	80	83	73	82
Agility	74	75	78	83	75	76	80	76	75	87	78	82
Dribble Accuracy	61	70	78	73	72	73	83	80	80	82	80	75
Dribble Speed	62	77	80	80	65	69	73	78	74	84	70	78
Short Pass Accuracy	60	63	67	75	78	78	83	76	73	72	79	68
Short Pass Speed	66	68	68	69	66	71	79	82	63	75	74	72
Long Pass Accuracy	65	72	76	77	73	68	84	80	68	75	78	66
Long Pass Speed	68	66	75	76	68	70	70	78	71	75	72	73
Shot Accuracy	58	64	63	65	65	70	71	70	75	88	66	79
Shot Power	83	75	79	77	84	76	79	75	80	86	79	80
Shot Technique	67	65	62	65	72	71	79	71	82	86	72	77
Free Kick Accuracy	61	52	77	63	76	72	78	77	60	85	64	66
Curling	43	58	83	67	75	66	78	82	62	78	66	68
Header	82	68	65	73	76	70	68	72	77	73	70	78
Jump	80	85	74	72	75	74	72	70	90	80	70	82
Technique	60	65	78	78	74	77	85	81	84	85	85	77
Aggression	58	62	80	82	56	65	76	70	80	90	70	80
Mentality	69	78	66	66	73	76	71	70	66	66	70	72
Teamwork Ability	75	80	76	73	82	83	71	78	77	69	74	67
Consistency	5	5	5	5	5	6	6	5	6	5	5	6
Condition/Fitness	6	5	5	6	6	7	5	6	5	5	5	4
Weak Foot Accuracy	5	5	5	4	5	5	7	7	5	6	6	6
Weak Foot Frequency	5	5	4	4	5	5	7	7	5	6	6	6

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RHONE

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Cris, Pedretti, Juninho**
Set-Piece Specialist: **Juninho**

ABILITY GUIDE: SPECIAL ABILITIES

Cris	Marking, Covering, D-Line
Abidal	Sliding, Long Throw
Revéillère	None
Monsoreau	Marking, Long Throw
Pedretti	Passing, Middle Shooting, Outside
Juninho	Passing, Middle Shooting, Outside
Govou	Dribbling, Side, Outside
Malouda	Dribbling, Outside
P. A. Frau	Reaction, Scoring, 1-1 Score
Carew	Post Player, Side
Diarra	Centre
Wiltord	Dribbling, Side, Outside

ABILITY GUIDE

Player	Cris	Abidal	Revéillère	Monsoreau	Pedretti	Juninho	Govou	Malouda	P. A. Frau	Carew	Diarra	Wiltord
Height (cm)	183	186	181	186	177	178	175	184	175	193	183	174
Attack	62	58	73	66	78	85	80	79	82	84	60	84
Defence	80	74	68	82	65	63	45	50	35	55	71	43
Balance	85	86	76	85	78	77	79	83	72	95	86	80
Stamina	81	86	85	84	88	86	78	86	83	80	87	82
Top Speed	74	85	83	80	79	77	87	84	90	85	86	85
Acceleration	72	86	78	77	81	74	88	77	83	89	82	87
Response	84	72	69	73	82	70	74	76	76	76	75	81
Agility	67	81	78	82	79	76	86	80	82	79	77	85
Dribble Accuracy	70	63	78	76	76	83	84	85	70	75	75	80
Dribble Speed	71	66	78	74	75	75	83	78	80	80	74	84
Short Pass Accuracy	67	60	75	71	88	84	78	72	72	76	76	75
Short Pass Speed	69	70	75	72	76	75	80	77	70	66	80	78
Long Pass Accuracy	74	64	82	76	86	89	79	78	68	69	70	73
Long Pass Speed	69	64	80	75	82	81	80	77	66	71	77	76
Shot Accuracy	65	55	64	66	72	85	77	76	78	80	65	80
Shot Power	85	75	78	78	75	85	86	81	78	90	84	83
Shot Technique	70	66	66	66	69	80	77	78	82	76	68	83
Free Kick Accuracy	67	58	65	65	82	99	66	63	65	50	55	66
Curling	62	60	63	65	80	92	70	72	70	50	57	70
Header	77	74	70	71	71	64	73	68	68	75	68	80
Jump	82	90	75	83	73	70	78	74	75	72	87	85
Technique	73	72	80	76	86	89	90	84	78	78	77	80
Aggression	65	69	72	71	72	68	75	83	75	72	58	83
Mentality	71	70	70	71	78	78	70	75	68	68	69	72
Teamwork Ability	83	70	76	73	72	86	79	77	73	77	78	75
Consistency	6	4	5	6	6	7	5	6	6	5	5	5
Condition/Fitness	5	6	5	6	7	6	5	7	6	4	6	5
Weak Foot Accuracy	5	5	5	4	5	5	5	4	6	5	5	5
Weak Foot Frequency	5	5	5	4	5	5	5	4	6	5	5	5

FORMATION

The 4-4-2 played by Rhone is a formation that enables you to get the most out of its players, particularly the twin creative talents of Juninho and Pedretti. Govou and Malouda are more than capable of beating their marker to put in crosses for Carew, with either P.A. Frau or Wiltord providing support for the big front man. For a devastating counter-attacking game, use a 4-3-3 with Govou and Wiltord either side of Carew.

TIPS & OBSERVATIONS

- Juninho's ability at set-pieces means that you should view every free-kick conceded within 30 yards of your opponent's 18-yard box as a goalscoring opportunity.
- Use the pace of P.A. Frau to drag centre-backs out of position to create space for the giant Carew. Carew has excellent Shot Power, but his Shot Technique is not great: he's much less accurate when under pressure.
- Juninho and Pedretti both have the Passing star, so try to use them to thread through-balls that exploit the pace of P.A. Frau (or Wiltord, if you prefer him).

BOUCHES DU RHONE

Recommended Playing Style: **Counter-Attack**
Key Men: **Dehu, Lamouchi, Oruma**
Set-Piece Specialist: **Oruma**

FORMATION

This very attacking 4-3-3 variation makes Bouches du Rhone excellent on the break, but leaves them (with due irony) extremely vulnerable to counter-attacks. The space between the deep back line and Lamouchi means that your sole defensive midfielder will often be outnumbered in that area of the park. You may want to position him further back; moving Oruma to support him will also help if you're under great pressure.

TIPS & OBSERVATIONS

- Olembé has better general abilities than Nasri, but the latter has the Playmaker star. As Nasri's Stamina is low, we suggest you use both during a match: bring Olembé on during the second half when his pace can be most dangerous.
- Luyindula in the centre isn't very tall, so there's little point in feeding him high crosses unless he's completely free of his marker. Low balls will often be more effective.
- Full-back Koji Nakata has the Passing star. When he moves forward to support the attack, use him to play simple passes to players in the box or to onrushing midfielders.

ABILITY GUIDE: SPECIAL ABILITIES

Dehu	Covering, D-Line
Meïté	Marking
Beye	Marking, Long Throw
Koji Nakata	Passing, Side, Outside, Marking
Lamouchi	None
Oruma	Dribbling, Passing, Middle Shooting, Outside
Nasri	Tactical Dribble, Playmaker, Outside
Ribery	None
Mendoza	Tactical Dribble, Outside
Luyindula	Reaction, Outside
Olembé	None
Niang	Post Player, Middle Shooting

ABILITY GUIDE

Player	Dehu	Meïté	Beye	Koji Nakata	Lamouchi	Oruma	Nasri	Ribery	Mendoza	Luyindula	Olembé	Niang
Height (cm)	186	185	182	182	175	174	177	185	184	178	171	178
Attack	53	48	60	63	71	78	75	77	80	82	70	80
Defence	82	80	78	75	74	56	35	35	38	45	54	35
Balance	86	83	84	80	80	75	76	75	86	84	70	90
Stamina	76	81	84	83	87	86	75	80	80	85	85	80
Top Speed	70	80	80	73	80	82	82	90	84	81	86	85
Acceleration	63	70	75	72	74	83	82	84	80	83	90	76
Response	83	70	70	74	82	64	76	70	70	80	72	75
Agility	66	60	78	73	78	86	83	82	83	88	85	80
Dribble Accuracy	70	65	68	73	75	80	80	71	86	83	85	70
Dribble Speed	65	67	74	69	77	83	80	80	81	75	79	75
Short Pass Accuracy	73	68	70	80	82	80	80	70	68	80	76	69
Short Pass Speed	70	62	68	72	77	65	70	72	70	72	70	64
Long Pass Accuracy	75	68	76	80	82	76	72	83	77	70	80	66
Long Pass Speed	70	70	72	77	84	63	69	67	77	72	78	68
Shot Accuracy	63	55	63	69	71	71	70	70	76	78	72	76
Shot Power	85	70	74	71	80	85	75	78	77	77	86	92
Shot Technique	67	65	68	70	68	74	78	71	80	83	68	75
Free Kick Accuracy	64	50	69	73	72	80	79	76	60	70	76	68
Curling	65	57	60	77	68	78	75	79	70	65	78	58
Header	81	72	78	76	73	74	70	59	76	80	67	83
Jump	77	82	86	75	80	80	76	75	83	81	86	85
Technique	73	67	75	75	80	80	86	75	85	82	84	75
Aggression	58	60	69	62	65	80	78	85	83	76	70	82
Mentality	82	69	79	73	80	66	62	65	70	76	66	75
Teamwork Ability	65	72	80	65	76	75	64	73	70	76	66	70
Consistency	6	5	6	6	6	6	5	4	5	4	4	5
Condition/Fitness	6	6	6	6	7	4	5	6	5	5	4	6
Weak Foot Accuracy	6	5	5	5	5	5	6	5	3	6	4	5
Weak Foot Frequency	6	5	5	5	5	5	6	5	3	6	4	5

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ILE DE FRANCE

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Yépes, Dhorasoo, Pauleta**
Set-Piece Specialists: **Rothen, Pauleta**

ABILITY GUIDE: SPECIAL ABILITIES

Rozehnal	None
Yépes	Covering, D-Line
Pichot	None
Armand	D-Line
M'Bami	Passing
Dhorasoo	Tactical Dribble, Passing
Mendy	Dribbling, Sliding
Rothen	Dribbling, Passing, Side, Outside
Kalou	Dribbling, Outside
Pauleta	Positioning, Scoring, 1-1 Score, Penalties, Outside
Semak	Passing, Side
Ljuboja	Middle Shooting, Side

ABILITY GUIDE

Player	Rozehnal	Yépes	Pichot	Armand	M'Bami	Dhorasoo	Mendy	Rothen	Kalou	Pauleta	Semak	Ljuboja
Height (cm)	191	186	178	182	172	168	180	177	182	180	178	187
Attack	60	58	67	63	70	75	72	79	80	87	75	82
Defence	76	90	66	74	65	60	54	52	45	41	60	36
Balance	81	84	75	80	81	74	83	75	75	84	80	89
Stamina	83	83	88	80	85	88	83	80	81	80	84	83
Top Speed	82	78	78	80	81	84	95	81	86	84	80	80
Acceleration	80	74	76	75	82	83	86	78	84	80	77	85
Response	76	76	70	81	75	75	70	71	73	83	75	77
Agility	77	80	85	78	82	86	83	72	84	79	75	80
Dribble Accuracy	75	78	71	78	80	87	79	82	89	75	80	73
Dribble Speed	70	72	73	75	77	83	85	80	85	71	76	80
Short Pass Accuracy	75	72	68	73	88	83	70	85	75	72	78	70
Short Pass Speed	72	73	66	70	80	73	76	83	74	69	73	72
Long Pass Accuracy	78	74	69	82	81	81	72	88	76	66	80	65
Long Pass Speed	79	68	70	80	78	76	80	85	78	70	73	64
Shot Accuracy	62	62	58	76	70	74	68	70	78	85	64	73
Shot Power	77	79	75	84	80	84	82	82	78	84	84	88
Shot Technique	60	67	60	69	70	72	74	70	75	90	70	74
Free Kick Accuracy	62	77	70	72	72	72	55	84	65	82	65	65
Curling	62	70	65	75	70	77	60	85	70	78	70	60
Header	76	80	68	70	67	70	66	64	68	85	70	76
Jump	72	83	68	70	78	85	81	74	83	82	73	81
Technique	75	78	70	75	85	85	80	83	88	85	79	77
Aggression	65	62	70	63	65	76	78	70	82	81	75	75
Mentality	70	80	68	72	67	65	65	68	68	74	75	60
Teamwork Ability	75	80	75	71	71	82	70	70	65	77	81	62
Consistency	5	6	6	6	6	5	3	5	4	7	5	4
Condition/Fitness	5	5	5	6	6	7	5	5	5	6	6	4
Weak Foot Accuracy	6	5	5	5	6	5	6	5	5	5	5	6
Weak Foot Frequency	6	5	5	5	6	5	6	5	5	6	5	6

FORMATION

Pauleta is an excellent all-round striker, but your other forwards – despite solid abilities – are much less deadly in front of goal. As it works so well for Portugal, we recommend that you play a three-man attack, with Rothen and Kalou acting as wingers either side of Pauleta. If you do this, try to accommodate Mendy in the formation as either a side midfielder or full-back – his pace is an asset you shouldn't casually discard.

TIPS & OBSERVATIONS

- Rothen is the best crosser of the ball in the side; he also has the Passing star. Use him to supply Pauleta with accurate balls into the 18-yard box.
- Yépes is immense at the centre of the Ile De France defence. You should play him no matter how bad his condition is, but keep an eye on his Stamina level late in the match.
- Pauleta is by far your best marksman and, with the Positioning star, is adept at finding space. Unless another player has a clear goalscoring opportunity, aim your crosses and passes in his direction.

BRETAGNE

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Utaka, Källström, Frei**
Set-Piece Specialist: **Källström**

FORMATION

Frei doesn't really have the qualities to play as a lone front man – he's much better when he has a strike partner or wingers playing beside him. An easy solution is to move Utaka and Monterrubio further forward to play as wingers, changing the formation to a 4-3-3. Alternatively, think about playing a 4-4-2 with Hadji playing as a support striker. He's not the most accurate marksman, but he does have the Playmaker and Reaction stars...

TIPS & OBSERVATIONS

- Playmaker Källström has excellent passing skills. Use him to pick out the forward runs of Utaka, Monterrubio and Frei.
- Bretagne lack a player with the D-Line star, so be ready to run Isaksson from his goal if a fast striker breaks through the defensive line – he has the 1-On-1 Stopper star.
- Utaka has excellent pace and above-average finishing skills. He can form a good partnership with Frei up front, but playing him as a striker leaves you with the problem of replacing him in midfield.

ABILITY GUIDE: SPECIAL ABILITIES

Adailton	Marking
Ouaddou	Sliding
Doumbe	Marking
Jeunechamp	Reaction, Outside
Faty	Covering
Didot	Passing, Long Throw
Utaka	Scoring
Monterrubio	Dribbling, Reaction, Side
Källström	Playmaker, Middle Shooting, 1-Touch Pass, Outside
Frei	Scoring, Lines, Outside
Barbosa	1-Touch Pass, Outside
Hadji	Reaction, Playmaker, Scoring, Middle Shooting, Sliding

ABILITY GUIDE

Player	Adailton	Ouaddou	Doumbe	Jeunechamp	Faty	Didot	Utaka	Monterrubio	Källström	Frei	Barbosa	Hadji
Height (cm)	189	190	180	177	183	175	179	170	182	179	179	183
Attack	52	56	63	70	60	68	83	80	79	87	70	77
Defence	77	75	74	68	76	66	42	43	59	35	65	50
Balance	85	88	84	76	78	72	80	72	80	81	76	74
Stamina	80	80	82	83	83	80	80	84	78	79	83	80
Top Speed	73	78	84	82	80	72	90	84	83	84	81	82
Acceleration	71	75	82	77	72	70	91	82	80	83	74	84
Response	74	79	78	75	75	70	76	75	76	84	72	80
Agility	73	75	75	81	80	79	88	82	83	77	79	80
Dribble Accuracy	70	71	69	70	68	70	84	78	78	78	78	80
Dribble Speed	70	73	75	75	72	72	84	84	78	74	75	75
Short Pass Accuracy	68	64	65	74	73	80	75	73	87	70	80	75
Short Pass Speed	66	72	70	67	65	74	70	75	84	72	75	73
Long Pass Accuracy	70	78	70	70	71	75	64	81	85	65	73	76
Long Pass Speed	74	78	72	68	70	73	70	77	84	68	71	73
Shot Accuracy	62	52	63	69	58	60	81	72	74	75	66	69
Shot Power	86	82	77	78	78	72	75	78	88	84	78	79
Shot Technique	64	64	63	66	60	65	82	73	75	85	65	73
Free Kick Accuracy	73	56	54	63	65	65	74	80	83	73	68	75
Curling	61	60	63	75	58	68	77	78	85	70	60	75
Header	82	72	74	71	75	67	70	70	70	78	68	67
Jump	80	82	84	75	82	78	82	75	74	80	75	75
Technique	75	68	74	72	70	76	85	78	84	84	75	85
Aggression	58	62	68	70	55	69	85	77	74	84	65	80
Mentality	69	69	68	70	65	68	69	75	68	69	68	71
Teamwork Ability	69	69	68	72	69	71	70	75	72	75	65	77
Consistency	5	4	4	5	5	5	6	5	5	4	5	6
Condition/Fitness	5	5	6	6	5	5	6	5	5	6	5	6
Weak Foot Accuracy	5	4	5	6	5	5	5	4	5	6	6	5
Weak Foot Frequency	5	4	5	6	5	5	5	4	5	6	6	5

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AJAX

Recommended Playing Style: **Counter-Attack**
Key Men: **Heitinga, Trabelsi, Sneijder**
Set-Piece Specialist: **Sneijder**

ABILITY GUIDE: SPECIAL ABILITIES

Heitinga	Middle Shooting, Marking, Sliding, D-Line
Escudé	Covering, D-Line
Trabelsi	Dribbling, Marking
Maxwell	Dribbling, Middle Shooting, Outside
Galásek	Playmaker, Centre, Covering
Pienaar	Dribbling, Reaction
Sneijder	Reaction, Passing, Middle Shooting, Centre
Rosales	Dribbling, Side, Outside
Mitea	Dribbling, Side, Outside
Babel	Dribbling, Tactical Dribble, Scoring, Middle Shooting
De Jong	Reaction, Marking, Sliding
Charisteas	Post Player, 1-Touch Pass

ABILITY GUIDE

Player	Heitinga	Escudé	Trabelsi	Maxwell	Galásek	Pienaar	Sneijder	Rosales	Mitea	Babel	De Jong	Charisteas
Height (cm)	180	184	179	175	180	176	170	173	168	185	174	191
Attack	68	65	76	77	60	74	75	77	73	73	69	80
Defence	79	82	68	64	80	64	60	45	43	36	74	51
Balance	82	83	85	77	80	78	73	79	70	86	81	86
Stamina	84	85	92	87	83	86	82	84	76	76	88	84
Top Speed	80	73	86	83	76	84	78	87	92	86	81	81
Acceleration	79	72	84	78	75	85	80	86	88	85	82	80
Response	82	72	79	77	71	72	82	76	78	83	85	78
Agility	78	71	82	80	74	92	87	90	94	83	84	74
Dribble Accuracy	76	75	80	86	76	86	86	88	91	86	74	80
Dribble Speed	76	72	86	85	70	85	82	87	88	85	83	75
Short Pass Accuracy	78	77	75	78	81	84	86	79	70	72	68	75
Short Pass Speed	82	76	79	78	80	81	80	74	71	70	72	74
Long Pass Accuracy	84	83	82	78	80	80	90	83	74	67	68	73
Long Pass Speed	87	73	84	83	73	76	86	83	72	65	72	68
Shot Accuracy	67	63	64	72	64	71	74	76	73	77	69	81
Shot Power	85	85	82	86	84	75	85	77	76	86	79	82
Shot Technique	68	62	69	73	62	70	78	74	70	84	72	82
Free Kick Accuracy	68	70	62	70	63	70	85	79	64	64	58	68
Curling	66	66	70	74	55	77	92	84	65	60	59	72
Header	81	85	67	72	70	69	68	73	75	79	79	79
Jump	82	84	80	72	75	86	74	75	76	85	87	76
Technique	81	80	76	83	76	87	84	88	85	86	76	82
Aggression	70	64	82	75	58	80	76	86	88	90	72	77
Mentality	78	75	68	72	75	67	76	70	63	67	68	70
Teamwork Ability	78	82	80	82	88	80	75	68	70	65	72	78
Consistency	5	5	6	6	7	5	4	5	4	3	4	5
Condition/Fitness	5	6	7	6	7	4	4	5	4	3	6	5
Weak Foot Accuracy	6	5	6	5	6	5	8	5	5	5	5	5
Weak Foot Frequency	5	5	5	5	6	5	8	5	5	5	5	5

FORMATION

If you really don't like the 4-3-3 formation, Ajax are a team to avoid: it's their speciality. If you don't feel comfortable with a four-man defence, they can play with a 3-4-3, with De Jong your third centre-back, Trabelsi and Maxwell as wing-backs, Galásek in a holding role and Sneijner as an AMF. The drawback is that you must either use Pienaar as a replacement for Rosales, drop him altogether.

TIPS & OBSERVATIONS

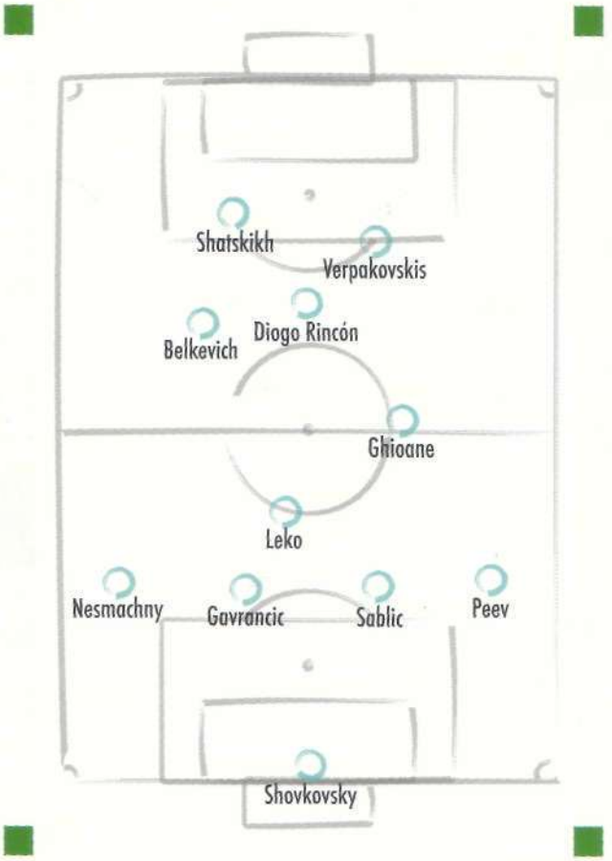
- Ajax have an excellent defence: both centre-backs are good ball winners, are comfortable in possession, and have the D-Line star. They also have two very talented full-backs (especially Trabelsi). The only potential weakness is a lack of height.

- We prefer Babel to Charisteas in the centre-forward role because he has better pace and the Scoring star, but the two are broadly interchangeable.

- Galásek is more than a tough-tackling holding midfielder: he also has the Playmaker star. If you go a goal behind, consider instructing him to make forward runs so he can put his creative influence to good use in your opponent's half.

DYNAMO KIEV

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Gavrancic, Leko, Shatskikh**
Set-Piece Specialists: **Leko, Cernat**



FORMATION

It's hard to suggest alternative formations for Dynamo Kiev: the usual 4-4-2, 3-5-2, 3-4-3 and 4-3-3 are each plausible choices, but all involve the sacrifice of more talented players in favour of those who can play in specific roles. Given the aerial prowess of Shatskikh and the general spread of abilities through the team, a three-man front line will enable you to play a more counter-attacking game.

TIPS & OBSERVATIONS

- Leko and Belkevich are your creative players, having the Playmaker and Passing stars respectively.
- Peev and Nesmachny make regular runs forward. Make good use of these, but be aware of the space that they leave behind. If playing against an opponent using a 4-3-3, consider instructing them to stay back.
- Don't rely on your offside trap: Dynamo Kiev do not have a player with the important D-Line star. Play an aggressive pressing game to deny your opponent the time and space to play accurate through-balls and long passes to their forwards.

ABILITY GUIDE: SPECIAL ABILITIES

Gavrancic	Centre, Marking, Covering
Sablic	None
Peev	Dribbling
Nesmachny	Dribbling
Leko	Playmaker, Middle Shooting
Ghioane	None
Belkevich	Reaction, Passing, Middle Shooting, Centre, Outside
Diogo Rincón	Dribbling, Reaction
Shatskikh	Scoring
Verpakovskis	Scoring, Lines
Cernat	Dribbling, Outside
Rebrov	Reaction, Scoring, Outside

ABILITY GUIDE

Player	Gavrancic	Sablic	Peev	Nesmachny	Leko	Ghioane	Belkevich	Diogo Rincón	Shatskikh	Verpakovskis	Cernat	Rebrov
Height (cm)	191	190	178	182	187	181	181	185	187	173	168	165
Attack	62	58	75	73	75	72	79	79	83	80	76	82
Defence	83	78	63	66	69	71	48	46	44	38	44	43
Balance	91	88	77	77	83	78	77	83	86	73	69	74
Stamina	82	72	85	84	84	86	74	85	76	75	80	78
Top Speed	74	69	81	82	77	80	81	81	84	92	82	86
Acceleration	69	70	84	85	75	78	79	76	75	86	85	85
Response	84	71	70	68	75	80	75	74	82	78	72	82
Agility	69	66	86	86	71	75	80	80	75	86	88	80
Dribble Accuracy	68	58	78	80	80	80	84	82	77	78	86	77
Dribble Speed	76	62	85	84	73	78	78	76	76	84	82	81
Short Pass Accuracy	71	65	70	75	83	77	85	80	75	67	81	65
Short Pass Speed	70	70	75	74	80	75	78	77	74	71	70	75
Long Pass Accuracy	65	69	80	75	84	80	83	75	68	71	81	70
Long Pass Speed	68	66	75	80	84	72	80	72	75	70	83	74
Shot Accuracy	60	59	66	67	73	71	74	76	82	80	69	80
Shot Power	83	80	78	77	86	80	84	80	85	82	75	82
Shot Technique	64	59	63	66	71	74	75	80	81	80	68	83
Free Kick Accuracy	74	50	68	67	79	66	75	60	67	57	80	62
Curling	70	55	75	75	80	74	77	58	60	64	81	65
Header	84	81	66	68	71	72	65	73	80	62	63	75
Jump	72	78	74	76	72	80	74	83	76	73	74	74
Technique	69	63	77	78	83	82	84	86	80	75	83	85
Aggression	73	52	80	81	69	83	72	81	80	78	80	80
Mentality	72	70	72	71	67	63	78	70	76	73	69	68
Teamwork Ability	75	72	77	75	73	80	78	75	75	73	67	65
Consistency	6	5	6	5	5	6	4	5	6	6	4	5
Condition/Fitness	6	5	6	5	4	5	4	5	5	5	4	4
Weak Foot Accuracy	5	4	5	5	5	5	5	5	5	6	4	6
Weak Foot Frequency	5	5	5	5	5	5	5	5	5	6	4	6

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FC PORTO

Recommended Playing Style: **Attacking**
Key Men: **Diego, Lucho González, McCarthy**
Set-Piece Specialists: **Diego, McCarthy**

ABILITY GUIDE: SPECIAL ABILITIES

Jorge Costa	Marking, Sliding, D-Line
Pepe	None
Sonkaya	None
Leandro	None
Raul Meireles	None
Diego	Passing, 1-Touch Pass, Outside
Lucho González	None
Quaresma	Dribbling, Outside
McCarthy	Scoring, 1-Touch Pass
Lisandro Lopez	Dribbling, Reaction, Side
Bosingwa	Dribbling
Hélder Postiga	Post Player

ABILITY GUIDE

Player	Jorge Costa	Pepe	Sonkaya	Leandro	Raul Meireles	Diego	Lucho González	Quaresma	McCarthy	Lisandro Lopez	Bosingwa	Hélder Postiga
Height (cm)	188	186	180	176	179	170	185	173	182	175	183	179
Attack	54	58	69	74	65	78	75	81	84	80	70	78
Defence	83	76	68	56	65	51	63	42	45	40	56	39
Balance	90	83	81	76	76	73	83	72	80	85	75	82
Stamina	75	83	84	81	80	82	84	77	79	86	80	76
Top Speed	69	80	80	82	77	76	84	88	86	83	87	84
Acceleration	64	75	76	90	72	83	78	89	84	85	82	78
Response	82	77	73	74	68	72	77	74	80	78	78	78
Agility	65	73	72	84	70	85	81	89	85	86	80	80
Dribble Accuracy	66	66	76	81	73	86	83	90	82	78	76	80
Dribble Speed	66	76	73	83	72	82	81	88	78	84	82	80
Short Pass Accuracy	65	62	70	72	72	86	77	71	72	70	78	74
Short Pass Speed	65	73	72	65	64	73	76	77	69	69	73	74
Long Pass Accuracy	71	64	75	71	75	84	82	70	70	68	73	68
Long Pass Speed	68	75	73	74	70	73	80	76	65	73	70	72
Shot Accuracy	53	55	62	65	65	75	74	72	82	80	70	76
Shot Power	68	81	80	72	84	75	83	78	84	83	87	82
Shot Technique	70	57	60	70	67	78	73	67	85	84	74	82
Free Kick Accuracy	61	52	54	75	73	80	73	66	81	73	55	66
Curling	50	53	65	76	72	80	68	71	75	76	58	70
Header	82	72	70	66	68	60	70	64	80	82	64	72
Jump	74	84	75	80	77	74	72	73	88	80	80	81
Technique	74	69	76	83	74	87	81	78	84	79	78	82
Aggression	57	58	65	82	67	78	74	81	78	85	76	81
Mentality	88	66	69	60	68	63	72	69	60	70	65	70
Teamwork Ability	83	67	67	66	69	75	84	67	68	66	63	76
Consistency	6	4	5	4	4	4	7	4	4	5	5	4
Condition/Fitness	5	5	5	5	5	5	6	5	5	5	5	4
Weak Foot Accuracy	4	4	5	4	5	5	5	6	5	5	5	7
Weak Foot Frequency	4	4	5	4	5	5	5	5	5	5	5	7

FORMATION

FC Porto's permutation of the 4-3-3 is one of the most unusual formations in PES5. In our opinion, this is a team that is best served by a solid 3-5-2 "B-1". Play Jorge Costa, Emanuel, and Pepe at the back, Lucho González and Raul Meireles as DMFs, Leandro as left-sided wing-back, Quaresma as a side midfielder on the right, and Diego behind the front pairing of McCarthy and Lopez.

TIPS & OBSERVATIONS

- Jorge Costa is a pivotal figure in the Porto defence – he has the D-Line, Marking and Sliding stars.
- Lopez and McCarthy are a solid strike partnership, and work well with both through-balls and crosses. Diego has the Passing star, so he's the perfect man to make forward passes that the front two can chase.
- Although his Passing ability isn't great, Quaresma can unlock defences with his pace and dribbling skills.

PSV EINDHOVEN

Recommended Playing Style: **Counter-Attack**
Key Men: **Alex, Cocu, Vennegoor**
Set-Piece Specialist: **Bouma**

FORMATION

A notable (and useful) feature of this PSV team is that several of its players are comfortable in a number of different roles. We suggest that you create at least one alternative formation to use as manual strategies. A very simple example of this would be to have Beasley and Farfan drop back into midfield if you are defending a slim lead. There are many other possibilities that you can explore.

TIPS & OBSERVATIONS

- Vennegoor is tall and has superb heading ability; he's also adept at first-time shots. He's not very fast, though, so you should look to provide him with high balls from either touchline.

- The versatile Cocu has the Positioning, Reaction and Playmaker stars, which makes him an excellent central midfielder. He's also the only player in the squad with the D-Line star, though, which is why we play him in defence. He can be easily exchanged with Simons if you so wish.

- De Jong has the Positioning and Reaction stars, and makes well-timed runs from midfield. His shooting skills are more than adequate, too.

ABILITY GUIDE: SPECIAL ABILITIES

Alex	Middle Shooting, Marking, Sliding
Cocu	Positioning, Reaction, Playmaker, 1-Touch Pass, Outside, Covering, D-Line
Ooijer	Middle Shooting, Penalties, Marking, Long Throw
Bouma	Middle Shooting, Marking
Simons	Penalties, Outside, Marking, Covering
Lucius	Middle Shooting, Sliding, Long Throw
De Jong	Positioning, Reaction, Centre
Farfan	Tactical Dribble, Reaction, Middle Shooting, Side
Beasley	Dribbling, Outside
Vennegoor	Scoring, Post Player, Centre, 1-Touch Pass
Y.P. Lee	Marking, Long Throw
Sibon	Scoring, Post Player, Centre

ABILITY GUIDE

Player	Alex	Cocu	Ooijer	Bouma	Simons	Lucius	De Jong	Farfan	Beasley	Vennegoor	Y.P. Lee	Sibon
Height (cm)	188	183	184	180	186	182	183	176	173	191	176	197
Attack	64	68	68	70	62	71	77	76	72	84	71	80
Defence	79	85	79	82	80	66	60	44	43	52	69	38
Balance	93	86	85	86	85	82	78	85	60	93	75	96
Stamina	83	82	80	84	85	87	85	83	82	81	89	77
Top Speed	72	74	75	77	75	78	78	82	88	72	80	75
Acceleration	71	73	74	76	78	76	74	84	86	74	81	68
Response	74	76	79	77	82	81	83	82	72	76	79	75
Agility	65	72	68	72	72	75	77	83	90	65	80	64
Dribble Accuracy	68	78	68	78	74	78	82	84	85	76	77	71
Dribble Speed	71	71	74	75	70	75	74	83	88	74	72	77
Short Pass Accuracy	66	80	71	80	79	77	83	74	76	72	74	70
Short Pass Speed	72	81	68	82	80	73	77	70	73	68	77	69
Long Pass Accuracy	67	82	72	83	76	78	82	75	76	66	79	63
Long Pass Speed	75	81	74	84	72	76	73	83	83	70	76	68
Shot Accuracy	65	74	62	71	63	74	78	76	70	82	67	78
Shot Power	95	84	86	87	80	85	83	84	75	86	78	90
Shot Technique	71	78	67	69	62	73	82	83	71	85	68	76
Free Kick Accuracy	76	73	63	80	66	62	74	77	74	60	74	78
Curling	64	76	62	85	63	70	80	78	80	60	73	60
Header	83	86	77	72	80	74	82	67	60	88	67	90
Jump	81	82	74	75	82	72	75	76	82	72	71	75
Technique	76	81	70	78	73	81	82	83	86	74	75	76
Aggression	65	72	65	70	63	75	78	87	78	83	70	78
Mentality	67	88	80	76	85	77	77	60	60	74	75	68
Teamwork Ability	70	94	77	80	85	83	85	62	62	82	82	72
Consistency	4	8	5	5	6	5	6	4	4	7	7	5
Condition/Fitness	6	7	5	7	7	5	6	4	3	7	7	5
Weak Foot Accuracy	5	5	5	4	5	6	5	6	6	5	6	5
Weak Foot Frequency	5	4	5	4	5	5	5	5	5	5	5	5

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RANGERS

RANGERS

Recommended Playing Style: **Attacking, Counter-Attack**
Key Men: **Ferguson, Lovenkrands, Prso**
Set-Piece Specialist: **Ferguson**

ABILITY GUIDE: SPECIAL ABILITIES

Rodriguez	Marking, Covering
Fanfan	Marking, Sliding
Ross	Marking
Ball	None
Ferguson	Playmaker, Centre, Outside
Rae	Reaction, Sliding
Lovenkrands	Dribbling, Outside
Buffel	Reaction, Outside
Nacho Novo	Scoring
Prso	Tactical Dribble, Post Player, Side
Ricksen	Outside, Long Throw
Thompson	Reaction

ABILITY GUIDE

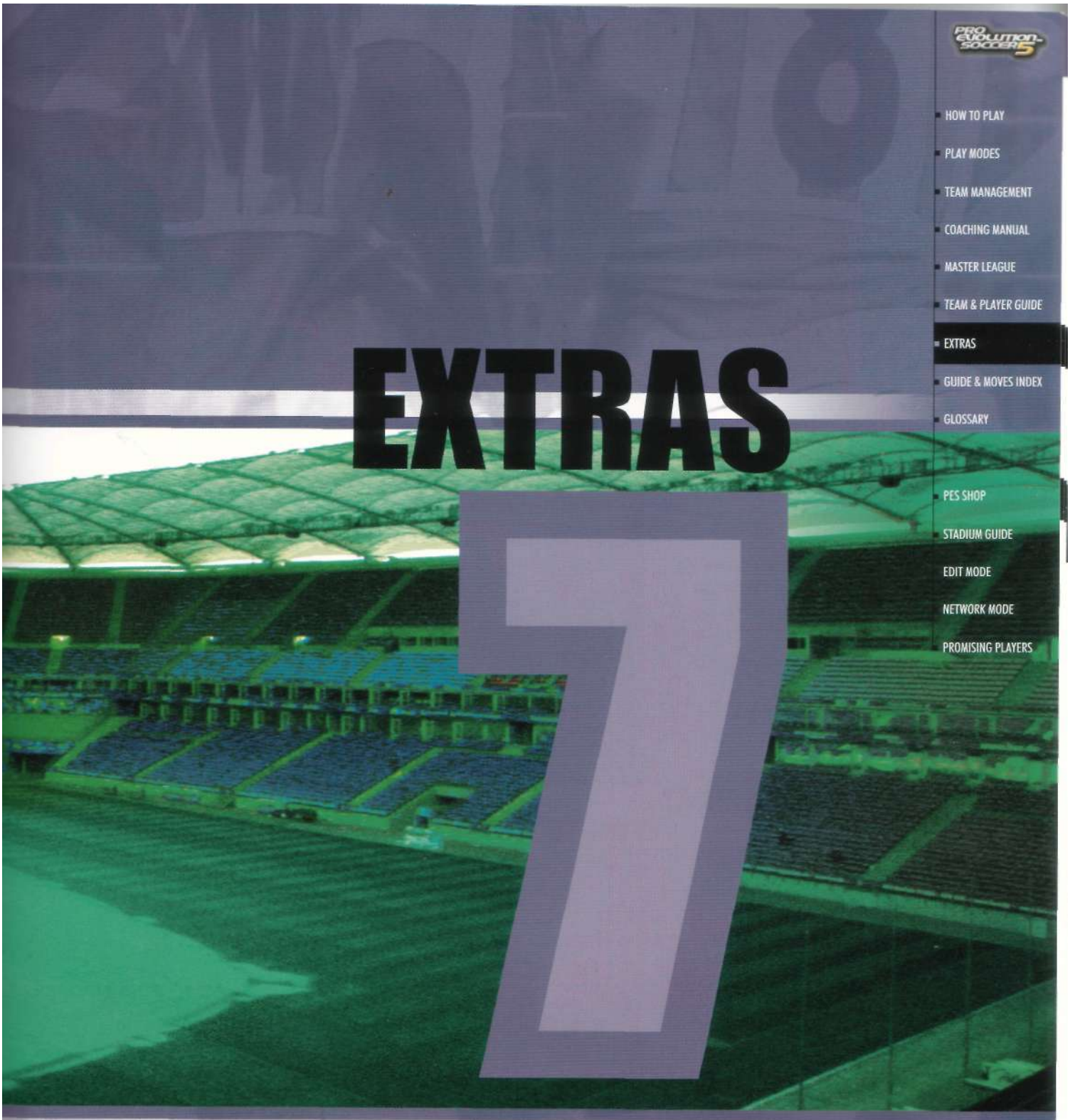
Player	Rodriguez	Fanfan	Ross	Ball	Ferguson	Rae	Lovenkrands	Buffel	Nacho Novo	Prso	Ricksen	Thompson
Height (cm)	185	189	180	178	178	178	181	175	175	190	175	188
Attack	48	51	59	73	78	74	75	84	83	82	75	78
Defence	81	82	79	66	71	70	44	49	33	43	72	43
Balance	85	86	83	75	79	82	75	85	74	86	72	83
Stamina	81	74	77	81	83	88	80	82	81	75	82	75
Top Speed	76	75	78	80	78	71	91	81	85	76	79	82
Acceleration	71	68	68	78	80	78	89	84	82	69	74	80
Response	77	70	80	75	75	80	72	84	78	82	74	77
Agility	65	69	73	78	79	71	89	79	85	72	74	80
Dribble Accuracy	64	64	74	77	85	80	91	82	80	76	79	78
Dribble Speed	59	67	72	72	73	73	86	75	81	68	75	82
Short Pass Accuracy	68	67	68	73	86	74	74	75	72	80	78	70
Short Pass Speed	65	69	70	70	80	76	72	71	68	72	70	75
Long Pass Accuracy	69	62	74	82	88	77	77	76	71	75	82	72
Long Pass Speed	70	65	80	80	85	75	82	73	74	73	70	75
Shot Accuracy	58	56	58	70	80	69	76	85	81	85	70	77
Shot Power	76	75	78	75	77	83	80	79	80	80	74	79
Shot Technique	63	62	60	66	78	70	74	83	78	80	68	77
Free Kick Accuracy	50	56	58	74	84	65	60	60	62	70	76	62
Curling	58	57	67	77	85	60	69	66	67	67	78	78
Header	73	74	72	68	68	70	62	75	65	83	67	83
Jump	84	80	80	73	72	78	75	76	75	80	73	77
Technique	64	67	71	75	88	72	82	84	77	80	80	75
Aggression	57	53	64	66	80	82	78	75	84	76	65	75
Mentality	75	70	73	72	78	76	68	70	69	72	75	66
Teamwork Ability	77	73	72	75	77	80	67	72	68	75	80	72
Consistency	5	6	5	5	6	5	4	6	5	5	7	4
Condition/Fitness	6	6	4	4	6	5	4	5	5	6	7	4
Weak Foot Accuracy	5	5	6	4	5	5	4	5	5	6	5	4
Weak Foot Frequency	5	5	6	4	5	5	4	5	5	6	5	4

FORMATION

The default formation is an attacking 4-4-2, with Buffel playing in a slightly more central AMF role because he doesn't specialise in the SMF position. You can switch this to a 4-3-3 with a little minor surgery: put Lovenkrands on the left wing, Nacho Novo on the right, then move Buffel and Prso into more central positions. This is a good formation to use as a manual strategy.

TIPS & OBSERVATIONS

- Prso is a constant threat if you can supply him with high balls into the box. This is much easier to achieve if you use a three-man attack.
- Ferguson has great passing ability and the Playmaker star. Set Rae to stay in a holding role and instruct Ferguson to move forward to join the attack when your team is in possession.
- The Rangers defence will find it difficult to cope with fast strikers and wingers: the centre-backs aren't very speedy, and the team does not have a defender with the D-Line star.



EXTRAS

7

From unlockable extras to online play and a superb editing suite, Pro Evolution Soccer 5 is packed with additional features. In this chapter, we explore the PES Shop (plus how and where to earn PES Points), take a brief visual tour of all 35 grounds, provide "how to" tutorials for the outstanding Edit Mode, and offer tips for network play.

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PES SHOP

SPOILER WARNING! If you would prefer to discover the effects of the many unlockable bonuses in the PES Shop for yourself, turn to page 194 *now*.

Rather than arbitrarily unlocking "secrets" when you win each of its many competitions and challenges, Pro Evolution Soccer 5 recognises your achievements through the reward of PES Points. This is PES5's in-game currency, coinage that can be invested in additional features found in the PES Shop (Fig. 1).

When you finish a match, no matter how abject or brilliant your performance was, 50 PES Points are added to your account. To win greater sums, you need to triumph in the events detailed in Table 1. Note that PES Point rewards are only given the first time you finish a competition in first place – with the exception of the standard 50 PES per match, you will receive no additional winnings.

TABLE 1
PES POINTS: COMPETITION REWARDS

Competition	PES Points
Per Match	50 PES
Master League: D2 League	2500 PES
Master League: D2 Cup	2000 PES
Master League: D1 League	5000 PES
Master League: D1 Cup	3000 PES
Master League: WEFA Championships	8000 PES
Master League: WEFA Masters Cup	5000 PES
Serie A	3000 PES
Serie A Cup	2000 PES
Eredivisie	3000 PES
Eredivisie Cup	2000 PES
Liga Espanola	3000 PES
Liga Espanola Cup	2000 PES
England League	3000 PES
England League Cup	2000 PES
French League	3000 PES
French League Cup	2000 PES
German League	3000 PES
German League Cup	2000 PES
International League	1500 PES
International League Cup	1000 PES
International Cup	3000 PES
European Cup	1500 PES
African Cup	1500 PES
American Cup	1500 PES
Asia-Oceanian Cup	1500 PES
Konami Cup	0 PES

As Table 2 reveals, Challenge Training events are also a lucrative source of PES Points. Although the rewards are fairly negligible at lower difficulty levels, the cumulative worth of every challenge at each star setting (from one to five) is a hardly inconsequential 6080 PES. There are also substantial bonus awards when you achieve record scores in the eight events at all five difficulty levels. The diagram on the main Challenge Training screen shows how close you are to achieving that feat (Fig. 2).

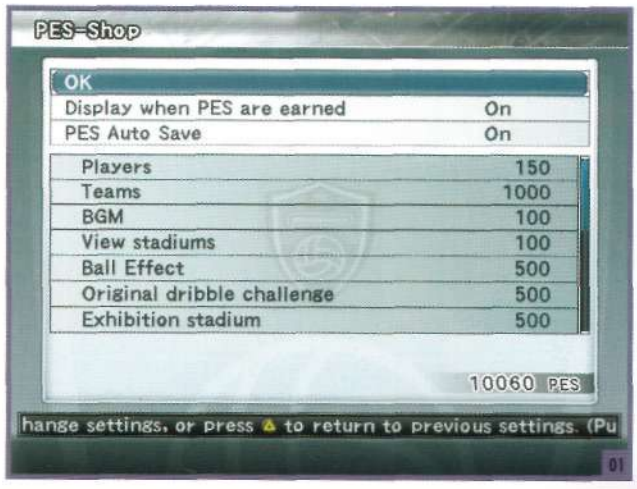

TABLE 2
PES POINTS: TRAINING REWARDS

Training Difficulty	PES Points
Challenge Training: 1 Star	10 PES each, for a total of 80 PES for all eight challenges
Challenge Training: 2 Stars	50 PES each, for a total of 400 PES for all eight challenges
Challenge Training: 3 Stars	100 PES each, for a total of 800 PES for all eight challenges
Challenge Training: 4 Stars	200 PES each, for a total of 1600 PES for all eight challenges
Challenge Training: 5 Stars	400 PES each, for a total of 3200 PES for all eight challenges
Achieving record scores at all five difficulty levels in each challenge	1000 PES, for a total of 8000 PES

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Once you have a reasonable sum of PES Points, you can visit the PES Shop to invest in the following bonuses.

PLAYERS

Cost: 150 PES each (19,200 PES in total)

Individually cheap, but collectively an investment that will take you weeks (perhaps months) to afford, you can buy 128 players here. Once you unlock each player, you can register them to national and club sides (if you so wish) in the Edit menu. More pressingly, though, they will also appear in any Master League career you begin (but not, we must point out, a campaign started **before** they are unlocked). Players bought in the PES Shop will appear in the Non Affiliated section of the Search By Group menu during Master League games. They are free agents, and can be signed by all participating clubs in any transfer window from the first mid-season Negotiation Period onward. Although some might like the idea of spicing up their Master League with an influx of such preternaturally talented footballers, others will find that it upsets the "balance" of the play mode. If you fall into the latter category, consider keeping a separate Option File for use with Master League games only.

TEAMS

Cost: 1000 PES each (total 7000 PES)

There are seven "classic" national sides to buy from the Teams menu – in no order of merit, Italy, England, Netherlands, Germany, France, Argentina and Brazil – featuring players with some truly astonishing abilities. You can use them in all competitions bar those limited to club sides. Once unlocked, individuals from these teams will appear in the Non Affiliated section of the Search By Group menu in all subsequent Master League games, where they can be signed by any club that makes the right offer. Once again, if you suspect that the introduction of players with occasionally legendary abilities might impede your enjoyment of the Master League, you are advised to create a back-up Option File before you unlock them.

BGM

Cost: 100 PES

Adds the BGM option to the Museum menu. This enables you to listen to a number of PES5 background tracks. Use ✣ to move between the various songs, and ⊗ to play them.

VIEW STADIUMS

Cost: 100 PES

Adds the View Stadiums option to the Museum menu. This animated slideshow (Fig. 3) takes you around the many PES5 grounds. Although it will automatically advance to the next stadium after a predefined time, you can manually skip back and forth through the screens with L1 and R1.

BALL EFFECT

Cost: 500 PES

Has your enjoyment of replays of near misses, bruising challenges and 35-yard piledrivers been affected by the lack of a multi-coloured rainbow effect that follows the ball's every move? If it has, cry a hearty "Hurrah!" as you rush to purchase the Ball Effect feature (Fig. 4). Enabled or disabled in the General Settings screens, this exuberant special effect – think Match of the Day meets Mardi Gras in a video editing suite after a few too many cocktails – will appear in all replays and match highlights.

ORIGINAL DRIBBLE CHALLENGE

Cost: 500 PES

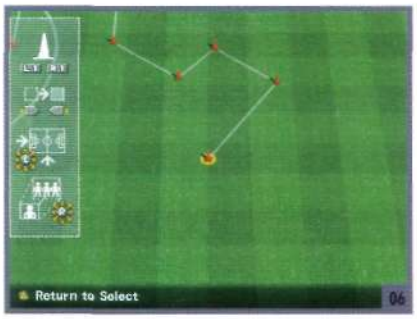
Adds the Original Dribble Challenge option to the Training menu. After selecting this menu, you have two choices. Edit Field enables you to create a new Dribble Challenge from scratch. If you want to play (or revise) a previously created course, select Load Data.

This absorbing bonus feature enables you to create and play Original Dribble Challenge courses. These follow the same basic "rules" as their predefined equivalents in the Challenge Training mode: pass through all cone gates in the specified directions within a set time limit, being careful to not knock over cones or be tackled by a defender (if present). It may seem quite complicated at first, but creating an Original Dribble Challenge is surprisingly easy. Once you reach the editing screen, use L to change the orientation of the pitch, and R to zoom in or out. Once you're happy with your view, use R1 and L1 to move the blue highlight through the following configurable elements of your Original Dribble Challenge course. Once you select a player, ball or cone, you can increase the speed of movement by holding R1.

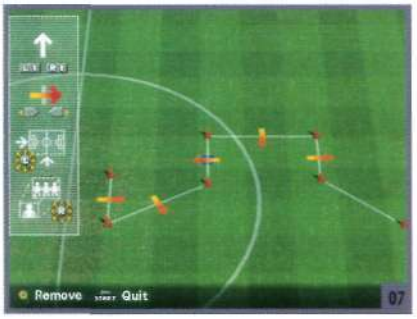
Player: Press ⊗ to select the player in order to specify his starting point in the dribble challenge (Fig. 5). Use ✣ to position him, □ and ○ to rotate him left and right, ⊗ to confirm your adjustment, or △ to restore him to his original position.

Ball: Press ⊗ to select the ball, then use ✣ to move it to the required starting location. Press ⊗ again to confirm your change, or △ to return it to its previous position.

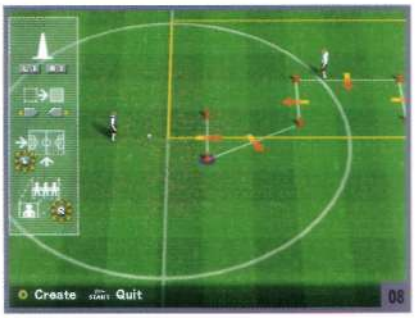
Cones: You can only have a maximum of fifty cones on your course, but you can position these anywhere on the pitch (Fig. 6). Use ✣ to move through cones on the field. Press ⊗ to select a cone, use ✣ to reposition it, then press ⊗ to confirm your choice or △ to restore it to its original position. Press ○ to create a new cone – it will always appear at the position of the last cone you created – then move it to the desired location with ✣. Fix its position with ⊗, or delete it immediately with △. You can remove the last created cone (when highlighted) with □. Pay attention to the white lines that link cones as you create your course: these are the positions where you place the directional arrows that specify the direction that a player must run through each gate. You should also remember that the perspective used on this screen differs from that used during the actual challenge: the cones will appear to be closer together when you play your course.



Directional arrows: These determine the direction that the player must run through each cone gate during the challenge, and can only be positioned on the white lines between cones (Fig. 7). Use ✣ to move between potential sites. Press ⊗ to place a directional arrow, and ✣ to change its direction; press ⊗ again to confirm your decision, or △ to remove it. Press □ to remove a highlighted directional arrow.



Defender: Each Original Dribble Challenge course can have one opposing player who will attempt to tackle you as you pass through a specified area (Fig. 8). When you first begin editing, he is not present on the field. Move the blue cursor to the centre circle with R1 or L1. Now press ⊗ to create a defending player, use ✣ to expand his "zone", then press ⊗ to confirm or △ to delete him. Use ✣ to move between the player and the border of his zone. Select the player with ⊗, then position him (and his surrounding zone) in the required location on the course with ✣. Confirm his position with ⊗, or return him to his previous location with △. Select the yellow outline of his zone with ⊗, and then use ✣ to change its shape and size. Press ⊗ to confirm your changes, or △ to cancel them. Press □ to delete the player from your course.



When you are happy with your creation, press START. Your next task is to specify a target time with ✣, then confirm your choice with ⊗. You will then be taken to the Original Dribble Challenge menu, which features the following options:

Play: Select a player and then play your Original Dribble Challenge course (Fig. 9). After you have played your course once, this option will be replaced with "Challenge Again" (skip straight to the Dribble Challenge) and "Select Challenger" (choose a new player, then proceed to the Dribble Challenge).

Ranking: Displays the records for your course.

Course Edit: Amend and adapt your course as you see fit. Note that doing so will lead to the deletion of all existing records, even if you make the tiniest alteration. If you want to keep the scores in the Ranking screen, you should save your altered Dribble Challenge to a different save file slot.

Set The Target Time: Change the maximum time allowed for the current challenge. Again, altering this setting will delete all existing times in the Ranking screen.

Save Data: Save your course and all current records.

Options: Actually, this is more of an "option" menu – the only setting you can change here is to turn the Auto Save feature on or off. When enabled, it stores new records and course (or target time) alterations after each challenge attempt to the save file you created with the Save Data option. Given that this

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leads to an increased wait between each visit to the course, you may prefer to leave this option disabled and save manually instead.

Back to Mode Select Menu: Quit the Original Dribble Challenge.

EXHIBITION STADIUM
Cost: 500 PES
Adds the Club House training ground to the list of available stadiums in Exhibition mode.

TRAINING GROUND
Cost: 500 PES
Enables you to choose from all available PES5 grounds for Free Training sessions.

NEW STADIUM
Cost: 2000 PES
Adds the Blautraum Stadion to the list of available venues. See page 194 for a gallery featuring every ground in PES5.

CAMERA TYPE (BIRD'S EYE)
Cost: 1500 PES
The Bird's Eye camera enables you to view PES5 matches from a position high above the pitch (Fig. 10). This gives you an unparalleled appreciation of where your teammates are, and even moderately skilled players will enjoy stroking the ball around while using this perspective. There is, alas, one very salient drawback: from this angle, it's difficult to judge the height of crosses and long passes. Still, this remains a camera type that is a viable (though, most likely, occasional) alternative to the most popular view modes, Normal Long and Wide.

10

CAMERA TYPE (PLAYER)
Cost: 1500 PES
As its name suggests, the Player camera follows individual players in a close-up third-person perspective (Fig. 11). This provides a tangibly increased sense of involvement – you are effectively as close to the action as you can get – but this is at the expense of any immediate awareness of players not in your current field of vision. We highly recommend that you use the Player camera with the Manual or Fix cursor modes: on Semi Auto, the sudden leaps between players with each cursor change are horrendously disorientating. This view option is not available during multiplayer games.

11

★★★★★★
Cost: 1500 PES
Unlocks the highest difficulty setting, which becomes available in all General Settings screens. In this mode, your AI-controlled opponents will play an aggressive pressing game. With players closing you down at all times, you have less time to think about your next move. That said, some may actually find it easier to score on this six-star setting: as your opponents actively seek to gain possession of the ball, they will often leave gaps in their defence that can be exploited...

DOUBLE SPEED MATCH
Cost: 2000 PES
Adds the Game Speed option to the Pause Menu. You can use this to switch between Normal Speed and Double Speed. Ferociously fast, this new setting renders Pro Evolution Soccer 5 a chaotic blur of players and passes. You'll probably find that the novelty value of playing this way wears off after a single game, and wonder why the Pro Evo team saw fit to include it. It's not really designed as a genuine alternative to the "normal" pace, though: its real utility is during long play modes (especially the Master League) when your season is all but over, and you would like to conclude "meaningless" matches as quickly as possible.

BALL TYPE
Cost: 3000 PES
Once you buy this feature from the PES Shop, the "Ball Type" option will be unlocked in the General Settings screens (Fig. 12). You can use this to choose between eight different football types: the adidas Pelias II, adidas Finale, three versions of the adidas F50 X-ite (white/black, yellow/black and silver/white), the adidas Finale Orange, a classic black-and-white ball and, finally, a plain white ball. If you crave a little code-mandated variety in your designated match balls, you also select "Random". Note: when the "Snow" weather condition is active (that is, chosen in the General Settings screen before an Exhibition match, or having occurred automatically during a Master League season) the ball will always be orange, irrespective of your Ball Type setting.

12

EDIT APPEARANCE (HAIR STYLE)
Cost: 3000 PES
Misleadingly titled (but only in a playful way), the Edit Appearance (Hair Style) PES Shop item adds new types of hair to PES5's Edit Mode – and, for "hair", read: "fur". Choosing one of the ten bonus choices in the Appearance □ Head □ Hairstyle menu will actually change your player's head into that of a dog (Fig. 13). The novelty may be short-lived, but it's almost worth the expense to play a practical joke on a friend by applying these alternative visages to all players in his (or her) favourite team. Try to keep a perfect poker face and feign genuine concern as you insist (in as credible a manner as you can manage) that your opponent's players **aren't** dogs. Of course, if someone attempts to play this trick on *you*, be sure to pretend as if nothing is out of the ordinary...

13

EDIT APPEARANCE (GOAL CELEBRATION)
Cost: 3000 PES
Adds 26 new goal celebrations (for a grand total of 73) that you can assign to new or existing players in PES5's editing suite.

ML LEAGUE COMPOSITION

Cost: 2000 PES

This feature enables you to change the structure of the five Master League divisions when you start a new campaign. Once you have selected your team, a new option – called, appropriately enough, "Edit" – will appear in the top right-hand corner of the Select League screen. Once you select it you can either swap individual teams, or press ◎ to clear all divisions and create your own leagues from scratch. As a fringe benefit, the ML League Composition option also allows you to start in the top division.

ML STARTING POINTS

Cost: 10,000 PES

Buying this (overwhelmingly expensive) feature unlocks the ML Starting Points option in the Master League General Settings menu. You can subsequently change your initial P to 5000, 8000, 12,000, 30,000 or the maximum 50,000.

STADIUM GUIDE

There are 35 different grounds to choose from in PES5, so it's perfectly understandable that you might forget the names of certain favourites. This at-a-glance guide will help you choose the right stadium for each match.

CATALONIA STADIUM

FINIS TERRAE

ESTADIO PALO

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MAGPIE PARK

HIGHBURY

MONACO STADIUM

STAMFORD BRIDGE

LUTECIA PARK

RED CAULDRON

MASSILIA STADIUM

SAN SIRO

ISAR STADION

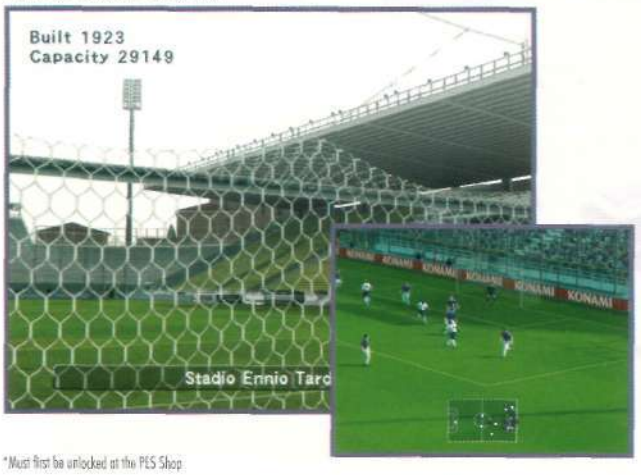
DELLE ALPI

BORUSSIA STADION

STADIO OLIMPICO

HAUPTSTADTSTADION

STADIO ENNIO TARDINI



BLAUTRAUM STADION*

*Must first be unlocked at the PES Shop

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ORANGE ARENA

DIAMOND STADIUM

ROTTERDAM STADION

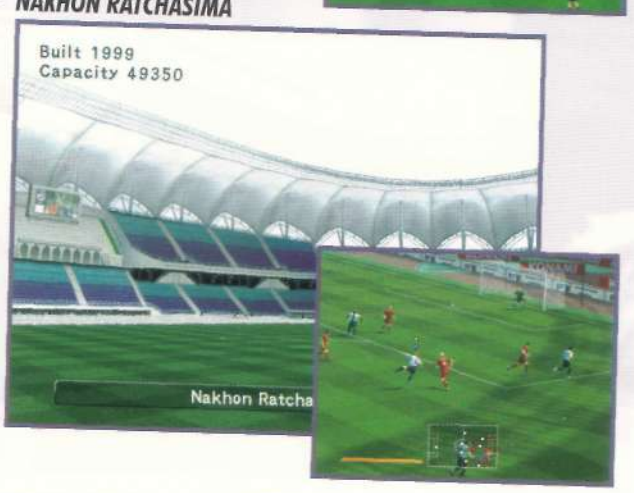
ESTADIO GRAN CHACO

STOCKHOLM ARENA

AMERIGO ATLANTIS

CUITO CUANAVALE

NAKHON RATCHASIMA



KANJI DOME

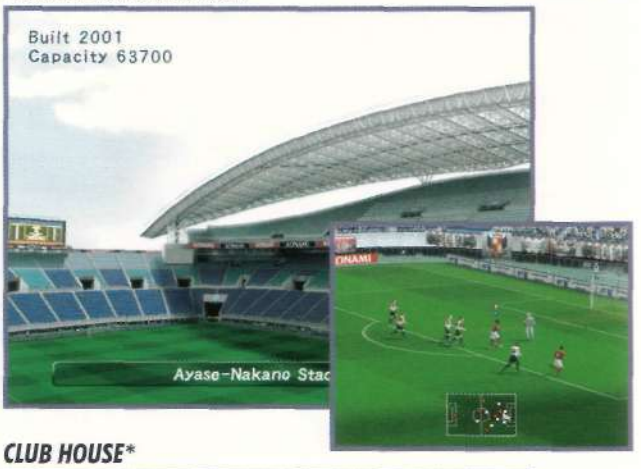
HAZE HILLS

DIETRO MONTE STADIUM

OCCHIO DEL MAR

PORTO FOLIO

AYASE-NAKANO STADIUM



QUEENS LAND PARK

CLUB HOUSE*

*Must first be unlocked at the PES Shop

EDIT MODE

Unfortunately, we just don't have the space in this guide to cover every element of Edit Mode: the sheer scope of the available options would require far more pages than we, regrettably, have to spare. Instead, this section is designed to help you get started on the road that begins with a few routine player changes, but ends in entire weeks spent fine-tuning custom-created logos, authentically recreated players and up-to-the-minute formations and tactical systems...

Edited data from the PlayStation 2 version of Pro Evolution Soccer 5 can be downloaded to its similarly titled peer for the PSP™ – but only, of course, if you have the requisite hardware. Consult your game manual for further details.

EDIT PLAYER

This option can be used to create original players that can be registered to club and national sides, and to edit every existing player in Pro Evolution Soccer 5.

Editing a player is easy – just find his club or national side, then select him. To create a new player, select Other (Fig. 1) from the initial Edit Player menu, then choose a free slot in the Edited National Player lists for a national team player, or Edited Player for an individual you wish to use in a club side or the Master League mode.

PLAYER NAME

Edit or create a player's name (including the text that appears on the back of his shirt) and choose a Commentary Name. If you are making a custom player, you might be lucky enough to find the required surname for the latter in the database of over 140 pages of player names (Fig. 2). If you can't, select "- - -" to specify that the player should not be referred to by name.

BASIC SETTINGS

This menu enables you to customise miscellaneous player attributes, such as age, kicking and dribbling styles, and which goal celebration animations the player will use (Fig. 3).

Age: Only of relevance for the Master League mode, where a player must be at least 17 to be registered to a club, and will begin to consider retirement in his mid-thirties.

Dominant Foot: Your player's stronger foot. Even though a player with very high Weak Foot Accuracy and Weak Foot Frequency will be accomplished at kicking with either boot, this option determines which foot a player uses during set pieces.

Injury: A player with an "A" will be very resilient, less so with a "B", and rather injury-prone if he has a "C".

Style of Dribble: "These only differ in appearance – there's no difference in terms of quality of the dribble," says Seabass. "There are four types: one is the Figo style, one is Rui Costa – the Portuguese national player – style, the third is a very normal, orthodox dribbling style, and the last one is the South American type of dribbling."

Free Kick Type: "For free kicks it's a little different because timing of the actual hitting/shooting the ball differs," explains Seabass. "Like the Henry style – he doesn't run up to the ball when he kicks, and the timing is very short. Roberto Carlos takes much longer when he runs up to the ball. The timing of the actual kick is very different. With the Roberto Carlos style, the player can curl either right or left (clockwise or counter clockwise). But this does not affect how much curve you can put in the shot – that relies solely on each player's individual statistics."

Penalty Kick: "We have added a new penalty animation to PES5 that we have called the 'Marco van Basten' after the Dutch national player," explains Seabass. "He jumped before he started to run to take a penalty, and that's in PES5. But again, it's merely a change in appearance."

Drop Kick Style: Choose one of the four goal kick styles. We have noticed that the latter two (both the South American "side kick" types) tend to be a little faster in execution speed.

Goal Celebration 1 & Goal Celebration 2: Specify which goal celebration(s) a player will use. You can unlock more of these from the PES Shop – see page 193 for details.

Growth Type: Again, this is a feature that only applies to players used in the Master League mode. Each individual growth type leads to a distinct type of growth, peak and decline phase as a player ages. For more information on each choice, see page 121.

POSITION

Choose which positions a player specialises in and, if he can play in the FB, WB, SMF, or WF roles, if he favours a specific side of the pitch. The former is relevant to both AI and human managers (as you should know, putting players in the "wrong" role can lead to very poor positional play), but the latter is more important for COM players. If "RS/RF" (Right Side, Right Foot) is selected, for example, AI managers will generally tend to play him on the right side of midfield. You should take a player's dominant foot, Weak Foot Accuracy and Weak Foot Frequency into account when changing this setting.

The yellow circle on the right of the table is a player's Registered Position (Fig. 4). This isn't particularly important for human players – it's merely the role that will be displayed as his primary speciality – but COM teams use it as an aid to squad selection. Use ◎ to alter it.

NATIONALITY

Use this menu to decide a player's nationality (Fig. 5). This is obviously critical for individuals you intend to register to a national team.

APPEARANCE

There are an overwhelming number of parameters that you can edit and adjust in the Appearance menu (Fig. 6). From Boot Type to Hairstyle, Eyebrow Shape to Weight, you can easily spend hours creating a single player. The only setting here that has a bearing on a player's performance on the pitch is, of course, Height.

ABILITY

Pro Evolution Soccer 5's Edit Mode generously enables you to adjust every player attribute as you see fit: they can be as high or as low as you please. Although you can fill a team with ridiculously over-skilled leviathans if you really must, doing so rather upsets the "balance" of the game. It's better to consider each player's characteristics carefully, giving them the abilities that are most relevant to their role (Fig. 7). See page 53 for details on which attributes are most important for each position.

When creating players for use in the Master League in one of the 32 Edited Player slots, you will be informed how much a player's salary will be when you select "OK". Custom individuals assembled from scratch in Edit Mode tend to be far more expensive than their existing peers in the database, so you really need to take the potential financial outlay into account when specifying each ability.

A player with all abilities set to the minimum possible number (and with no special stars) will have a Master League salary of 40 ₱. Table 1 relates the additional cost per ability for all attributes that are rated from 1 to 99. Table 2 reveals the cost of the four abilities rated from 1 to 8.

SPECIAL ABILITY

As with general abilities, try to exercise a little restraint when selecting special ability stars for a player. When you create individuals for use in the Master League, their salary rises in accordance with the number of active stars – see Table 3 for details. For some reason, the Middle Shooting star is "free": it does not count toward a player's salary. If you have five other stars **and** the Middle Shooting star, the amount that your player's wages will increase by will still be 100 ₱.

BASE COPY & DELETE

When you create players from scratch, the Base Copy option enables you to choose an existing player to use as a template. Once you have entered a player into the database by selecting "OK", this will be replaced by the Delete option if you return to make further changes.

TABLE 1: ABILITIES RATED 1 TO 99

Ability	Cost
1-9	0 ₱
10-19	1 ₱
20-29	2 ₱
30-39	4 ₱
40-49	6 ₱
50-59	11 ₱
60-69	19 ₱
70-79	29 ₱
80-89	44 ₱
90-99	69 ₱

TABLE 2: ABILITIES RATED 1 TO 8

Ability	Cost
1	0 ₱
2	1 ₱
3	2 ₱
4	4 ₱
5	6 ₱
6	11 ₱
7	19 ₱
8	29 ₱

TABLE 3: SPECIAL ABILITY STARS

Stars	Cost
1 star	4 ₱
2 stars	16 ₱
3 stars	36 ₱
4 stars	64 ₱
5 stars	100 ₱
6 stars	144 ₱
7 stars	196 ₱
8 stars	256 ₱
9 stars	324 ₱
10 stars	400 ₱
11 stars	484 ₱
12 stars	576 ₱
13 stars	676 ₱
14 stars	784 ₱
15 stars	900 ₱
16 stars	1024 ₱
17 stars	1156 ₱
18 stars	1296 ₱
19 stars	1444 ₱
20 stars	1600 ₱
21 stars	1764 ₱
22 stars	1936 ₱

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REGISTER PLAYER

This option enables you to register players to national sides, transfer them between club teams, and introduce edited players to both. It's a very simple process – as these step by step guides explain.

REGISTER PLAYER TO NATIONAL TEAM

1: Select "National Teams".

2: Choose the national side that you wish to amend, and then select the player you would like to replace (Fig. 8).

3: From the menu that appears on the right-hand side of the screen, choose a replacement player (Fig. 9). These will all have the same nationality as the team you have chosen – you are not allowed to, say, put an Italian in the French national side. By default, the players are sorted by primary role, but you can change this with □ or perform a search with ○.

4: Finally, press ⊗ to confirm your decision (Fig. 10). This change will be active in all play modes. If a player removed from a national side does not play for a club team, he will be moved to the Non Affiliated list.

REGISTER PLAYER TO CLUB TEAM

1: Select "Club Teams".

2: Choose the player you wish to register from a national side, club team (Fig. 11) or the Edited Player or Non Affiliated lists (the latter two can be found in the Other menu). If a player is contracted to a club, you must transfer him from there – you cannot select him in his national squad.

3: Now select the team he is transferring to (Fig. 12), and press ⊗ to confirm. This change will appear in all play modes, including the Master League. Each squad can have a maximum of 32 players. If the target club already has that total, you will need to remove someone from that team first.

REMOVE PLAYER FROM CLUB TEAM

1: Select "Club Teams".

2: Select the player you wish to remove from his team, and then press □. Players from the PES5 database will be moved to the Non Affiliated list, while your original creations will be returned to the Edited Player list.

EDIT TEAM

Use this menu to alter team tactics, Kits, Emblems, Names and Stadiums. Due to licensing restrictions, certain options are unavailable for a number of national and club teams. This also applies when these teams are used in the Master League. See Table 1 for details.

Set Formation: This ever-present option gives you the same freedom to adjust a team's starting line-up, tactics, and individual player instructions as the Formation Settings screen (Fig. 13). Any alterations made here will appear in other game modes, but bear in mind that the unseen COM "virtual managers" will sometimes make changes – especially, of course, in the Master League mode.

TABLE 1

Teams	Restrictions
National	Set Formation and Strip options only
England League	All options available for 18 teams, with these limited to Set Formation and Stadium for Arsenal and Chelsea
French League	All options available
German League	All options available
Serie A	Editing options limited to Set Formation and Stadium for all teams bar Teste Di Moro
Eredivisie	Editing options limited to Set Formation
Liga Española	Editing options limited to Set Formation and Stadium
Other Teams A & Other Teams B	Editing options limited to Set Formation and Stadium for Celtic, Djurgardens IF, FC Porto, FC Kopenhagen, Dynamo Kiev, Galatosaray, Rosenborg BK and Rangers

Team Name: Use this to enter or amend a team's full name and the separate three-letter abbreviation.

Strip: Create or edit home and away kits for outfield players and goalkeepers – including logos for shirts and shorts – and alter the colours worn by supporters.

Emblem: Enables you to choose a predefined team emblem (Fig. 14), or create a new one from scratch. You can also design a flag that a team's supporters will wave during matches. Due to restrictions in space, we cannot even begin to explain how to use the powerful image editing tools at your disposal here – it would take dozens of pages to offer even a relatively simple tutorial. Consult your game manual and the in-game help system (press SELECT when the icon appears in the bottom left-hand corner of the screen) for more details and assorted tips.

Stadium: Choose a team's home stadium.

OTHER OPTIONS

Edit Player Number: Select the squad numbers worn by players in all teams. If the number you assign to a player is worn by one of his teammates, their numbers will be exchanged.

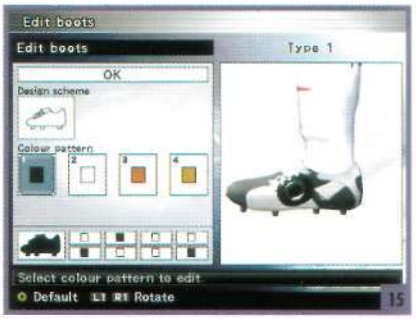
Edit Stadium Name: This option enables you to edit the names of most (but not all) stadiums featured in PES5. Changes made here will be present in all game modes.

Edit League or Cup Name: Change or amend the names of various PES5 League, Cup and Master League competitions.

Edit Boots: Change the different boot types that are assigned to players in the Edit Player → Appearance → Boots menu, or create a custom type from scratch (Fig. 15). Note that changes made here are global: if you edit Type 7, for example, all players with Type 7 boots will wear your amended or original footwear.

Save Data Management: Provides access to various Option File functions (these are the same as those found in the Options menu). You can also import edited data from a second Option File with the Edited Data Manager. There is one restriction: you cannot transfer original players.

End Editing: Leave the Edit Mode and return to the Mode Select menu. If you have Auto Save active, any changes will be saved to your Option File.



NETWORK MODE

As instructions for using Pro Evolution Soccer 5's Network Mode are covered extensively in your PlayStation2, Xbox or PC version manual, there is no need for us to repeat them here. What we can offer, though, is a sermon/guide to online PES5 etiquette. Follow this general advice, and you'll be far more likely to earn the respect of your peers in the PES5 online community.

QUITTING

Leaving matches before they end is the height of bad manners. Unless you have a genuinely legitimate reason for doing so (including, but not exclusive to, a fire, your house collapsing, being eaten alive by angry bears and, rather more prosaically, the loss of network service), you should play each game until the end, no matter how bitter it may be. Being thrashed by a margin of several goals isn't a pleasant experience, but it's all part of the PES5 learning curve. Don't feel angry or resentful; instead, look to learn from superior opponents.

REPEATED FOULING

While everyone is guilty of making a cynical, premeditated professional foul every now and then, diving studs-first into every challenge will destroy the flow of the match. It's especially annoying when performed by a player who has evidently given up all hope of overturning his opponent's lead. Such behaviour is not just spiteful, it's also to the detriment of your playing ability: you will learn nothing by adopting such tactics (bar, of course, that certain players will subsequently go out of their way to avoid a match against you in future). You should be gracious in defeat, even if the outcome is a foregone conclusion before half time. Look instead to secure a "moral" victory by scoring a spectacular consolation goal...

PAUSE MENU

Don't over-use the Pause Menu, as frequent breaks in play can be frustrating, especially if you are merely tinkering with settings that don't have any real influence on the match at hand. If you are considering a substitution and your opponent makes a visit to the Formation Settings screen, it would be extremely cynical to make a second pause just five game minutes later.

SET PIECES

If you are using an unfamiliar team, remember to check and, if necessary, choose your set piece takers **before** a match. This will help you to avoid needless breaks in play to change the player that steps up to take free kicks, penalties and corners. Similarly, try to be prompt in dead-ball situations. No one will expect you to take a free kick immediately, but taking in excess of ten seconds to line up a shot or corner is unfair on your opponent – and if much longer, just plain rude. It is **not** a good opportunity to take a bathroom break, reply to a text message, or grab a drink from the fridge...

REPLAYS

No player worth his salt will begrudge you the pleasure of watching a genuinely spectacular goal or near-miss, but show a little respect: if the shot really wasn't *that* good, just press START and get on with the game.

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PROMISING PLAYER GUIDE

SPOILER WARNING! If your enjoyment of the Master League will be in any sense compromised by knowing how certain players will develop, leave this section *now*.

Buying players and building a squad in Master League can be a time-consuming process. Acquiring established players is difficult enough, but knowing which youngsters will make the grade can be a frustrating trial-and-error process. Over the next seven pages, we reveal a selection of over two hundred players between the ages of 17 and 22 with notable (and, in some instances, astonishing) growth potential.

FIELD OF PLAY: GOAL

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Mo Kalambay	19	GK	Normal	83,5	89,5	90	89	86,5	83,5	91 (27)	Balance 84, Response 87, Jump 86	None	241
Hartock	18	GK	Normal	79	84,5	88,5	90,5	88,5	84,5	90.5 (30)	Balance 80, Response 83, Jump 80	None	255
Jaccard	20	GK	Normal	77,5	81,5	86,5	89	85	82,5	89 (30)	Balance 83, Response 80	None	262
Ruddy	18	GK	Normal	79	84,5	88	90	88	80,5	90 (30)	Balance 84, Response 81	None	279
Venbashede	20	GK	Late Long	76	77,5	88,5	88,5	88,5	85	88.5 (28-33)	Balance 83	None	287
Morten Jensen	18	GK	Late Long	77	82	88,5	88,5	87,5	84	88.5 (28-31)	Balance 81	None	302
M'Bolhi	19	GK	Normal	80	85	90,5	89	86,5	82,5	90.5 (28)	Balance 82, Response 83, Jump 82	None	312
Padelli	19	GK	Normal	79,5	84,5	88,5	90,5	88	84,5	90.5 (30)	Balance 85, Shot Power 81	None	312
Pipolo	19	GK	Normal Long	78	86	90,5	90,5	88,5	84,5	90.5 (26-30)	Balance 83, Response 83	None	312
Stahr Ellegaard	22	GK	Normal	-	79,5	89,5	86	85	82	89.5 (28)	Balance 92, Response 80	None	312
Vanin	20	GK	Normal	76	76,5	84,5	89,5	86,5	83,5	89.5 (30)	Response 80	None	312
Waterman	21	GK	Normal	-	82	89,5	89,5	87,5	84,5	91 (29)	Balance 86, Response 81	None	312
Pidgeley	21	GK	Normal	-	83,5	89,5	87,5	84,5	82,5	89.5 (28)	Balance 86, Response 86, Shot Power 82	None	323
De Lucia	21	GK	Normal	-	78,5	85	89	86,5	84	89 (30)	Response 85, Jump 80	None	338
Daichelbohrer	19	GK	Normal	78	83,5	87,5	89,5	87,5	84	89.5 (30)	Balance 82	None	338
Knight	18	GK	Normal Long	79	86	90,5	89,5	87,5	85,5	90.5 (26-29)	Balance 80	None	338
Paoletti	20	GK	Normal	77,5	80	85	88,5	85	81,5	89 (29)	Balance 84, Response 80	None	338
Pasveer	21	GK	Normal	-	78,5	85	89,5	88	84,5	89.5 (30)	Balance 84, Response 81	None	338
Theboux	20	GK	Normal	71	83,5	87,5	85	84,5	82	89 (26)	Response 80, Keeper Skills 80	None	338
Tomasig	21	GK	Normal	-	77,5	79,5	88,5	87,5	84,5	88.5 (30-31)	Balance 80, Response 80	None	338
Vermeer	19	GK	Normal	78	83,5	87,5	89,5	87,5	84	89.5 (30)	Balance 80, Response 82, Jump 80	None	338
Alnwick	18	GK	Normal Long	79,5	85	93	92	89,5	86	93 (26-29)	Balance 80, Response 85, Jump 80	None	350
Burch	21	GK	Normal	-	81	86	89	85	87,5	89.5 (29)	Balance 82, Response 82, Shot Power 80, Jump 80	None	350
Fevzi Elmas	22	GK	Late Long	-	82	90,5	90,5	90,5	86,5	90.5 (27-32)	Balance 82, Response 81, Keeper Skills 80	None	350
K. Schmeichel	18	GK	Normal	78	80	87	92,5	89,5	80	92.5 (30)	Balance 82, Response 84	None	350
Mario Cassano	22	GK	Normal	-	80	86	88	85	82,5	89 (29)	Balance 82, Response 83, Shot Power 80, Jump 80	None	350
Yohann Pelé	22	GK	Normal	-	65	91,5	92	89,5	86,5	94 (29)	Balance 88, Response 82, Jump 84, Keeper Skills 84	1-On-1 Stopper	350
Barbosa	21	GK	Dual Development	-	86	86,5	89	85	84	86 (24) / 89 (30)	Defence 80, Response 91, Jump 84	None	362
Coe	21	GK	Late Long	-	80,5	92,5	92,5	92,5	87,5	92.5 (27-32)	Balance 84, Response 86, Shot Power 80, Jump 80	None	364
Curci	20	GK	Late Long	82	83,5	93	93	93	89,5	93 (28-33)	Defence 80, Balance 89, Response 88, Shot Power 81	None	364
Marshall	20	GK	Normal Long	82	89,5	93	93	90	88	93 (26-30)	Balance 84, Response 92, Jump 82, Keeper Skills 81	Penalty Stopper	364
Proto	22	GK	Late Long	-	82	92,5	92,5	90	87,5	92.5 (27-30)	Balance 80, Response 87, Jump 81, Keeper Skills 83	None	364
Gordon	22	GK	Normal	-	81	85	87,5	85	82,5	87.5 (30)	Balance 84, Response 83, Shot Power 80	None	377
Akinfeev	19	GK	Normal Long	82,5	89,5	92,5	92,5	90,5	87,5	92.5 (26-30)	Balance 82, Response 88, Jump 84	None	389
Chaigneau	21	GK	Normal Long	-	86	89,5	89	87,5	85	89.5 (26-29)	Balance 85, Response 85, Jump 80, Keeper Skills 80	None	391
Ejide	21	GK	Normal Long	-	85	88,5	88,5	86,5	84,5	88.5 (26-30)	Balance 87, Response 84, Shot Power 81, Keeper Skills 80	None	391
Handanovic	21	GK	Late Long	-	82	88,5	88,5	88,5	86	88.5 (28-34)	Balance 88, Response 84	None	404
Viera	22	GK	Normal	-	84,5	88,5	90	89	85	90 (30)	Defence 82, Balance 85, Response 88, Keeper Skills 82	None	432
Kameni	21	GK	Normal	-	88,5	88	86,5	84,5	83,5	90.5 (25)	Acceleration 80, Response 93, Jump 89, Keeper Skills 80	None	449

FIELD OF PLAY: DEFENCE

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Yussuf	20	CB, DMF	Normal Long	76,5	85	88,5	86,5	84,5	81,5	88.5 (25-28)	Stamina 84, Top Speed 81, Agility 82, Jump 83	None	214
Djourou	18	CB, DMF, CMF	Normal	77	82,5	88	86,5	84,5	83	88 (28)	Balance 82, Stamina 80, Jump 80	None	302
Adriano	20	SB, SMF	Normal	79	83,5	87,5	89,5	87,5	84,5	89.5 (30)	Stamina 82, Dribble Speed 83, Long Pass Accuracy 81, Long Pass Speed 81	Dribbling	312
De Jong	20	CB, SB, WB, CMF	Late Long	80,5	86	90,5	90,5	89,5	85	90.5 (28-31)	Stamina 88, Response 85, Dribble Speed 83, Jump 87	Reaction, Marking, Sliding	323
Ekicatras	20	CB	Normal	75	79,5	86,5	86,5	84,5	81,5	89 (29)	Balance 80, Stamina 80, Jump 85	None	338
Dagaka	20	SB, CMF, SMF	Normal Long	81	87,5	90,5	89,5	88,5	86	90.5 (26-29)	Top Speed 90, Acceleration 92, Long Pass Speed 83, Technique 84	Reaction	350
Jasse	18	SB	Normal Long	75,5	84,5	88,5	88,5	86,5	84	88.5 (26-30)	Balance 81, Stamina 80	None	350
Vomme	17	CB, SB, DMF, WB	Normal	80	86	90,5	89	86	84,5	90.5 (27-28)	Balance 82, Stamina 85, Shot Power 82	Outside	350
Bühler	20	SB	Late Long	75	78,5	89,5	89,5	87,5	84,5	89.5 (27-30)	Balance 80, Stamina 81	None	364
Reto Ziegler	19	SB, WB, SMF	Normal Long	78,5	86	90,5	90,5	88,5	86	90.5 (26-30)	Balance 80, Stamina 80, Long Pass Accuracy 81, Curling 81	None	364
Vlaar	20	CB	Normal Long	75,5	83,5	88,5	88,5	85,5	84	88.5 (26-30)	Balance 84, Shot Power 83, Jump 81	None	364
Pique	18	CB, SB	Normal	75	80	87,5	87,5	85	83,5	88.5 (29)	Balance 83, Stamina 80	None	374
Degen	22	SB	Normal Long	-	80	87,5	86,5	84,5	81	87.5 (26-29)	Balance 81, Stamina 83, Top Speed 85, Acceleration 82	None	377
Felendinho	20	SB, WB, MF, CF	Normal Long	77	83,5	90,5	89,5	87,5	84,5	90.5 (26-29)	Stamina 82, Top Speed 83, Acceleration 82, Jump 82	None	377
Pander	22	SB	Normal	-	80	89,5	89	86,5	85	90.5 (27)	Long Pass Accuracy 84, Long Pass Speed 85, Shot Power 86, Curling 84	Middle Shooting, Long Throw	389
Ebanda	21	CB, SB, WB	Normal	-	83,5	86,5	84,5	83,5	81,5	89 (26)	Balance 83, Stamina 80, Top Speed 85, Agility 84	Dribbling, Reaction, Side, Long Throw	404
Ebowé	22	CB, SB, WB	Normal	-	79,5	86	88,5	85	82,5	89 (29)	Balance 80, Stamina 84, Top Speed 81, Acceleration 80	None	404
Clichy	20	SB, SMF	Normal	79,5	83,5	89	85,5	84	81,5	89 (28)	Top Speed 91, Acceleration 88, Agility 83, Dribble Speed 85	Dribbling, Outside	432
Foubert	22	SB, CMF, SMF	Normal	-	84	86,5	84,5	84	81,5	87.5 (26-27)	Top Speed 90, Acceleration 86, Agility 85, Dribble Speed 86	None	432
Mathieu	21	SB, DMF, CMF, SMF	Normal Long	-	87	92	92	89,5	86,5	92 (26-30)	Stamina 90, Top Speed 82, Shot Power 88, Free Kick Accuracy 84	Reaction, Passing, Middle Shooting, Outside	432
Sergio Ramos	19	CB, SB	Normal Long	79,5	87,5	90,5	90,5	88,5	85	90.5 (26-30)	Balance 82, Stamina 86, Jump 83	None	465
Heitinga	21	CWP, CB, SB, DMF	Normal	-	84,5	89,5	92	89,5	86,5	92 (29-30)	Stamina 84, Long Pass Accuracy 84, Long Pass Speed 87, Shot Power 85	Middle Shooting, Marking, Sliding, D-Line	513
Lahm	21	SB, WB, SMF	Normal Long	-	84,5	89,5	89,5	87,5	84,5	89.5 (26-30)	Stamina 85, Top Speed 84, Acceleration 83, Dribble Accuracy 81	Dribbling	513
Kaltarli	19	CWP, CB	Normal	79,5	84,5	88,5	90,5	88,5	86	90.5 (30)	Balance 86, Stamina 82, Long Pass Accuracy 81, Shot Power 82	Outside, Covering	516
Motta	19	CB, SB, WB, SMF	Normal Long	78,5	86	90,5	90,5	89	85	90.5 (26-30)	Stamina 82, Top Speed 82, Jump 82	Sliding, Long Throw	516
Berthod	21	SB	Normal Long	-	84,5	89,5	89,5	88	84,5	89.5 (26-30)	Stamina 81, Top Speed 81, Long Pass Accuracy 82, Long Pass Speed 80	None	540
Felipe	21	CB, SB, WB	Normal Long	-	83,5	88,5	88,5	86,5	84	88.5 (26-30)	Defence 80, Balance 83, Stamina 83, Jump 81	Marking, Covering, D-Line	540
Glen Johnson	21	CB, SB	Normal	-	81	87	85,5	82,5	85	87 (28)	Stamina 83, Top Speed 83, Agility 82, Dribble Speed 82, Jump 84	Sliding, Long Throw	540
Chiellini	21	CB, SB, WB	Normal	-	82	86,5	89	86,5	84	89 (30)	Balance 84, Stamina 83, Top Speed 82, Shot Power 82	Reaction, Long Throw	595
Esslen	22	CB, DMF, CMF	Late Long	-	84,5	89	89	88,5	84,5	89 (28-31)	Stamina 92, Acceleration 84, Shot Power 86, Teamwork 84	Middle Shooting, Centre	736

FIELD OF PLAY: MIDFIELD

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Yussuf	20	CB, DMF	Normal Long	76,5	85	88,5	86,5	84,5	81,5	88.5 (25-28)	Stamina 84, Top Speed 81, Agility 82, Jump 83	None	214
Anderson	17	AMF	Normal	79,5	83,5	92	90,5	89,5	87,5	93 (27)	Acceleration 83, Agility 84, Dribble Accuracy 84, Technique 85	Dribbling, Passing, Outside	302
Belaid	18	AMF, CF	Normal Long	75	80,5	88,5	87,5	85	84	88.5 (26-29)	No noteworthy starting attributes	None	302
Diego Capel	17	SMF, WG	Normal	80	86	89	87,5	86,5	83,5	89.5 (27)	Top Speed 80, Acceleration 80	None	302
Djourou	18	CB, DMF, CMF	Normal	77	82,5	88	86,5	84,5	83	88 (28)	Balance 82, Stamina 80, Jump 80	None	302
Galyov	18	SMF	Normal	75	84,5	89	87,5	86,5	84,5	89.5 (28)	Top Speed 83, Acceleration 83, Agility 82	Outside	302
Kruska	18	CMF	Dual Development	80	87	88,5	89,5	93,5	90	91.5 (26) / 93.5 (32)	Long Pass Accuracy 81, Shot Power 80, Technique 80	Outside	302
Momar N'diaye	18	AMF, CF	Normal	75	82	86,5	84,5	83,5	81,5	88.5 (26)	Top Speed 82, Agility 80, Jump 80	Lines	302
Nuri Sahin	17	DMF, AMF	Late Long	77	81	92	92	90,5	88	92 (27-30)	Short Pass Accuracy 80, Technique 81	Playmaking, Outside	302
Adriano	20	SB, SMF	Normal	79	83,5	87,5	89,5	87,5	84,5	89.5 (30)	Stamina 82, Dribble Speed 83, Long Pass Accuracy 81, Long Pass Speed 81	Dribbling	312
Afellay	19	CMF, SMF, AMF, WG	Normal	78,5	83,5	87,5	89,5	86,5	84	89.5 (30)	Top Speed 83, Acceleration 82, Dribble Speed 82	Middle Shooting, Outside	312
Bellinghausen	22	SMF	Normal	-	76,5	88,5	86,5	85	84	89 (27)	Long Pass Accuracy 80, Shot Power 80	None	312
Cabaye	19	DMF	Normal	75	80	87,5	88	86,5	84	89.5 (29)	Top Speed 82, Agility 82	None	312
Castro	18	DMF, CMF	Normal	78	87,5	87,5	85	84,5	82,5	89.5 (25)	Stamina 82	None	312

FIELD OF PLAY: MIDFIELD (CONTINUED)

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Genghini	19	AMF	Normal Long	75	81,5	89,5	88	85,5	84	89.5 (26-29)	Agility 82	None	312
Kruys	20	CMF, SMF, AMF	Normal	75	79,5	86,5	88,5	85,5	84	89 (29)	Stamina 82, Top Speed 80	Passing, Outside	312
Makiadi	21	SMF, AMF	Normal	-	76,5	87,5	86,5	84,5	82,5	88.5 (27)	Top Speed 81, Acceleration 83, Agility 84, Dribble Speed 81	None	312
Matuidi	18	SMF, WG	Early Long	77,5	86,5	86,5	86,5	84,5	83	86.5 (23-30)	Balance 80	None	312
N'Zogbia	19	CMF, SMF, AMF	Normal	81	86	91,5	90,5	88,5	86,5	91.5 (28)	Acceleration 85, Agility 87, Dribble Accuracy 84, Technique 84	Dribbling, Outside	312
De Jong	20	CB, SB, WB, CMF	Late Long	80,5	86	90,5	90,5	89,5	85	90.5 (28-31)	Stamina 88, Response 85, Dribble Speed 83, Jump 87	Reaction, Marking, Sliding	323
E. Cesnauskis	21	DMF, SMF	Normal	-	84,5	87,5	86	85	83,5	89.5 (26)	Stamina 81, Top Speed 80, Acceleration 80, Shot Power 84	Dribbling	323
K. P. Boateng	18	AMF	Normal	75	77,5	89	86,5	85	84	89 (28)	Balance 82, Stamina 81, Shot Power 81	None	326
Mark Noble	18	SMF, CF	Late Long	77	82	89	89	86,5	84,5	86.5 (28-31)	No noteworthy starting attributes	None	326
Yahiaoui	18	CMF, AMF	Normal	77	84,5	88,5	87,5	85,5	84,5	90.5 (26)	Stamina 84, Agility 86, Technique 80	None	326
Zezak	22	CMF, AMF	Normal	-	88	89	87,5	85	82	89 (28)	Acceleration 83, Dribble Accuracy 82, Shot Power 88, Curling 86, Weak Foot Accuracy 7, Weak Foot Frequency 7	None	333
Ca	18	DMF, AMF	Early Long	82	88,5	88	86	84,5	83	88.5 (22-27)	Top Speed 83, Technique 80	None	338
Savi	18	DMF	Normal Long	76,5	86	88,5	86,5	84,5	82,5	88.5 (25-28)	Stamina 81	None	338
Ziobig	22	SMF, CF	Normal	-	77	88,5	86	84,5	82,5	89 (27)	Stamina 82, Shot Power 81	None	338
Azaouagh	22	CMF, SMF, AMF, WG, SS	Normal	-	83,5	88	86,5	85	84	89 (26-27)	Acceleration 84, Agility 86, Dribble Accuracy 84, Technique 85	Tactical Dribble, Side	350
Ben Arfa	18	SMF, AMF, SS	Normal	78,5	83,5	89,5	88	86,5	84,5	89.5 (30)	Top Speed 81, Acceleration 81, Agility 83, Dribble Accuracy 81, Technique 81	Outside	350
Dagoka	20	SB, CMF, SMF	Normal Long	81	87,5	90,5	89,5	88,5	86	90.5 (26-29)	Top Speed 90, Acceleration 92, Long Pass Speed 83, Technique 84	Reaction	350
James Morrison	19	CMF, SMF	Normal	79,5	85	87,5	85,5	84,5	82	89 (27)	Top Speed 80, Acceleration 82, Agility 82, Long Pass Accuracy 80, Technique 80	None	350
Lennon	18	SMF	Late Long	75	79	89,5	89,5	87,5	85,5	89.5 (27-30)	Dribble Speed 80, Long Pass Speed 80, Technique 80	None	350
Sabri	21	DMF, CMF, SMF	Normal	-	79,5	84,5	87,5	85	82,5	87.5 (29-30)	Stamina 82, Top Speed 83, Response 81, Agility 86	None	350
Vomme	17	CB, SB, DMF, WB	Normal	80	86	90,5	89	86	84,5	90.5 (27-28)	Balance 82, Stamina 85, Shot Power 82	Outside	350
B.W. Phillips	20	SMF, CF	Normal	77	84,5	88,5	86	85	83,5	89.5 (26)	Top Speed 84, Acceleration 81, Dribble Speed 81, Shot Power 80	None	364
Baumjohann	18	SMF, AMF, SS	Dual Development	84	85,5	92,5	93	91,5	90,5	88.5 (21) / 93.5 (29)	Acceleration 83, Agility 82, Dribble Accuracy 80, Technique 82	Outside	364
Jesús Navas	19	SMF, AMF	Normal	78,5	83,5	87,5	89,5	86,5	84	89.5 (30)	Top Speed 82, Acceleration 80, Agility 82, Dribble Accuracy 83	Dribbling, Outside	364
Lindgren	20	CMF, SMF, AMF	Normal	77	81	88,5	89	87,5	85	90.5 (29)	Stamina 84, Dribble Accuracy 82, Jump 80	Outside	364
McGeady	19	SMF, AMF, WG, SS	Normal Long	81	90	92,5	90	89,5	86,5	92.5 (25-29)	Agility 86, Curling 86, Technique 84	Tactical Dribble, Outside	364
Reo-Coker	21	CMF, SMF, CF	Normal Long	-	77	88,5	88,5	86,5	84,5	88.5 (26-30)	Stamina 80, Top Speed 81, Shot Power 80	Sliding	364
Reto Ziegler	19	SB, WB, SMF	Normal Long	78,5	86	90,5	90,5	88,5	86	90.5 (26-30)	Balance 80, Stamina 80, Long Pass Accuracy 81, Curling 81	None	364
Vumomiteic	19	AMF, WG, SS	Normal Long	88	87	89,5	89	87,5	85	89.5 (25-29)	Agility 82, Shot Power 82, Technique 82	Side, Outside	364
Xavi Prieto	22	SMF, AMF	Late Long	-	77	88,5	88,5	86,5	84,5	88.5 (27-30)	Acceleration 80, Dribble Accuracy 84, Dribble Speed 83, Technique 80	Tactical Dribble	364
Senesie	20	SMF, CF	Normal	75	76	78,5	89	85	82,5	89 (30)	Stamina 81, Top Speed 80	None	374
Felsenheha	20	SB, WB, AMF, CF	Normal Long	77	83,5	90,5	89,5	87,5	84,5	90.5 (26-29)	Stamina 82, Top Speed 83, Acceleration 82, Jump 82	None	377
Ibson	21	CMF, SMF, AMF	Normal Long	-	83	88,5	88,5	86	84	88.5 (26-30)	Stamina 81, Acceleration 80, Dribble Accuracy 83, Technique 84	None	377
Khasva	22	WB, SMF	Normal Long	-	80	87,5	87,5	85	82	87.5 (26-30)	Stamina 81, Top Speed 80	Penalties	377
Komura	22	WB, SMF, WG	Normal	-	83,5	90	91,5	89,5	86	93 (29)	Top Speed 83, Long Pass Accuracy 83, Shot Power 83, Curling 84	Tactical Dribble, Outside	377
Valdivia	22	CMF, AMF	Normal	-	82	85,5	84,5	84	81,5	87.5 (26)	Dribble Accuracy 86, Short Pass Accuracy 80, Technique 88	Passing	377
Wallace	20	WB, SMF, WG	Normal Long	79	86	89,5	88	86,5	83,5	89.5 (25-28)	Top Speed 82, Acceleration 85, Dribble Speed 83, Curling 83	Dribbling, Outside	377
Ambrose	21	CMF, SMF, AMF, SS	Normal	-	88	90	90	89,5	86,5	93 (29)	Top Speed 83, Dribble Speed 83, Shot Power 86, Technique 83	Reaction, Middle Shooting	389
Burke	21	SMF	Normal	-	77,5	87,5	85	84,5	82,5	89 (27)	Top Speed 81, Acceleration 80, Agility 80, Dribble Speed 82	Dribbling, Side	389
Delura	20	AMF, WG, CF	Normal	77	80	89,5	88,5	86	85	90.5 (27)	Balance 86, Stamina 82, Shot Power 86	Side	389
Chiumiento	20	SMF, AMF, SS	Normal Long	79,5	86	89,5	89	88,5	85	89.5 (26-29)	Acceleration 84, Dribble Accuracy 83, Dribble Speed 81, Technique 84	Tactical Dribble, Side, Outside	404
Ebanda	21	CB, SB, WB	Normal	-	83,5	86,5	84,5	83,5	81,5	89 (26)	Balance 83, Stamina 80, Top Speed 85, Agility 84	Dribbling, Reaction, Side, Long Throw	404
Eboué	22	CB, SB, WB	Normal	-	79,5	86	88,5	85	82,5	89 (29)	Balance 80, Stamina 84, Top Speed 81, Acceleration 80	None	404
Francis	20	SMF, SS	Late Long	79,5	84,5	89,5	89,5	89,5	86	89.5 (28-32)	Long Pass Accuracy 82, Long Pass Speed 82, Curling 83, Technique 83	Reaction, 1-Touch Pass, Outside	404
V. Hleb	22	SMF, WG	Late Long	-	77	89	89	89	86,5	89 (28-33)	Balance 82, Stamina 82, Acceleration 81	None	404
Fortsa	20	SMF, WG, CF	Normal	82	89,5	93	90	89,5	88	94 (26)	Balance 85, Acceleration 84, Dribble Accuracy 84, Shot Power 84	Tactical Dribble, Reaction, Middle Shooting, Side	415

FIELD OF PLAY: MIDFIELD (CONTINUED)

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Milner	19	CMF, SMF, AMF, WG	Normal	79,5	84,5	88,5	90,5	88,5	85	90.5 (30)	Acceleration 84, Dribble Accuracy 84, Technique 85	Dribbling	415
O'Neil	22	CMF, SMF, AMF	Normal	-	79	89	88	87	84,5	89.5 (27)	Stamina 80, Acceleration 80, Dribble Accuracy 81, Shot Power 80	Playmaking	415
Carrillo	21	SMF, SS, CF	Normal Long	-	86,5	87,5	86,5	84,5	81,5	87.5 (25-29)	Top Speed 90, Acceleration 92, Agility 91, Dribble Speed 86	Dribbling, Reaction	420
Clichy	20	SB, SMF	Normal	79,5	83,5	89	85,5	84	81,5	89 (28)	Top Speed 91, Acceleration 88, Agility 83, Dribble Speed 85	Dribbling, Outside	432
De Mul	19	SMF, WG	Normal	79,5	85	87,5	85,5	84,5	81,5	89 (27)	Acceleration 84, Agility 82, Dribble Accuracy 82, Dribble Speed 83	Dribbling	432
Foubert	22	SB, CMF, SMF	Normal	-	84	86,5	84,5	84	81,5	87.5 (26-27)	Top Speed 90, Acceleration 86, Agility 85, Dribble Speed 86	None	432
Gambino	21	SMF, CF	Normal	-	81	87,5	89,5	87,5	87,5	89.5 (30)	Top Speed 85, Acceleration 85, Agility 87, Dribble Accuracy 83, Dribble Speed 82	Dribbling	432
Mathieu	21	SB, DMF, CMF, SMF	Normal Long	-	87	92	92	89,5	86,5	92 (26-30)	Stamina 90, Top Speed 82, Shot Power 88, Free Kick Accuracy 84	Reaction, Passing, Middle Shooting, Outside	432
Trochowski	21	AMF	Normal	-	84,5	87,5	86,5	85	84	89.5 (26)	Acceleration 81, Dribble Accuracy 84, Short Pass Accuracy 82, Technique 83	None	432
De Ridder	21	SMF, AMF, WG	Normal	-	84,5	91,5	93,5	90,5	89	94 (29)	Dribble Accuracy 86, Long Pass Accuracy 83, Long Pass Speed 84, Technique 86	Dribbling, Tactical Dribble, Outside	440
Koné	21	SMF, CF	Normal Long	-	87	89,5	88	86	84	89.5 (25-28)	Balance 84, Stamina 86, Acceleration 83, Shot Technique 83	Dribbling, Outside	449
Donadel	22	DMF, CMF	Normal	-	79,5	89,5	88	86	84,5	90.5 (27)	Stamina 85, Long Pass Accuracy 82, Shot Power 83, Technique 82	Sliding	465
Nasri	18	SMF, AMF, SS	Normal	85	86,5	88,5	88	85	84	88.5 (27-29)	Top Speed 82, Acceleration 82, Agility 83, Technique 86	Tactical Dribble, Playmaking, Outside	465
Hugo Viana	22	CMF, SMF, AMF	Dual Development	-	84,5	87,5	86	85	83,5	84.5 (20) / 89 (26)	Top Speed 83, Short Pass Accuracy 85, Long Pass Accuracy 84, Technique 85	Playmaking, Outside	466
Bellion	22	SMF, WG, CF	Late Long	-	82	87,5	87,5	86,5	84,5	87.5 (28-30)	Top Speed 87, Acceleration 89, Dribble Speed 90, Shot Power 85	Dribbling, Reaction, Side	477
Downing	21	SMF, WG	Normal Long	-	86	89,5	89	88	85	89.5 (26-29)	Acceleration 84, Long Pass Accuracy 86, Long Pass Speed 84, Curling 87	Passing	477
Cesc Fabregas	18	CMF, SMF, AMF	Normal	83,5	88	90,5	91,5	89,5	87,5	91.5 (30)	Dribble Accuracy 84, Short Pass Accuracy 84, Long Pass Accuracy 82, Technique 87	Tactical Dribble, Reaction, Passing, Middle Shooting, Outside	491
Podolski	20	AMF, WG, SS, CF	Normal	79,5	83	89,5	90	88,5	86,5	91.5 (29)	Top Speed 82, Acceleration 85, Shot Power 82	Reaction	491
Vanlerthen	19	DMF, AMF, WG, SS, CF	Normal Long	80	86	89,5	89	87,5	85	89.5 (26-29)	Top Speed 87, Acceleration 92, Agility 84	Passing, Side	491
Heitinga	21	CWP, CB, SB, DMF	Normal	-	84,5	89,5	92	89,5	86,5	92 (29-30)	Stamina 84, Long Pass Accuracy 84, Long Pass Speed 87, Shot Power 85	Middle Shooting, Marking, Sliding, D-Line	513
Lahm	21	SB, WB, SMF	Normal Long	-	84,5	89,5	89,5	87,5	84,5	89.5 (26-30)	Stamina 85, Top Speed 84, Acceleration 83, Dribble Accuracy 81	Dribbling	513
Odonkor	21	SMF, WG	Dual Development	-	85	84,5	85	90,5	88	89 (26) / 90.5 (32)	Top Speed 92, Acceleration 93, Agility 90, Response 82, Dribble Speed 85	Reaction	515
Marta	19	CB, SB, WB, SMF	Normal Long	78,5	86	90,5	90,5	89	85	90.5 (26-30)	Stamina 82, Top Speed 82, Jump 82	Sliding, Long Throw	516
Felipe	21	CB, SB, WB	Normal Long	-	83,5	88,5	88,5	86,5	84	88.5 (26-30)	Defence 80, Balance 83, Stamina 83, Jump 81	Marking, Covering, D-Line	540
Mascherano	21	DMF, SMF	Normal Long	-	86	90,5	90,5	89	86	90.5 (26-30)	Stamina 86, Response 83, Short Pass Accuracy 82, Teamwork 82	Marking	540
Pandev	22	SMF, WG, SS, CF	Normal	-	84,5	87,5	86,5	85	83,5	89.5 (26)	Top Speed 82, Acceleration 84, Dribble Accuracy 82, Shot Power 84	Scoring	540
Robinho	21	AMF, WG, SS	Normal Long	-	89,5	92,5	92,5	90	88	92.5 (26-30)	Top Speed 88, Acceleration 88, Agility 91, Dribble Accuracy 96, Dribble Speed 93, Technique 95	Dribbling, Tactical Dribble, Side, Outside	540
Schweinsteiger	21	SMF, AMF	Normal	-	87	90,5	89,5	89	86,5	92.5 (26)	Balance 85, Dribble Accuracy 84, Shot Power 84, Technique 86	Dribbling, Reaction	540
Routledge	20	SMF, WG, CF	Normal	80	87	89,5	89	88	85	91 (26)	Top Speed 87, Acceleration 85, Dribble Accuracy 85, Dribble Speed 85	Dribbling	542
Jenas	22	CMF, SMF	Normal	-	83,5	87,5	87,5	85,5	84	89 (29)	Stamina 88, Top Speed 86, Dribble Accuracy 86, Shot Power 86	Reaction, Passing, Middle Shooting	564
Muntari	21	DMF, WB, CMF, SMF	Normal	-	84,5	85,5	84,5	83,5	81,5	87.5 (26)	Stamina 84, Top Speed 84, Acceleration 82, Shot Power 82, Curling 83	Outside	564
Chiellini	21	CB, SB, WB	Normal	-	82	86,5	89	86,5	84	89 (30)	Balance 84, Stamina 83, Top Speed 82, Shot Power 82	Reaction, Long Throw	595
Aquilani	21	CMF, SMF, AMF	Early Long	-	87,5	87,5	85,5	84,5	82,5	87.5 (24-28)	Stamina 82, Top Speed 83, Shot Power 83, Shot Technique 84, Technique 84, Weak Foot Accuracy 7	Reaction, Passing, Outside	622
Ruben Olivera	22	CMF, SMF, AMF, SS	Normal Long	-	84,5	88,5	88	86,5	84,5	88.5 (26-29)	Balance 84, Dribble Speed 84, Long Pass Speed 85, Shot Power 84	1-Touch Pass, Outside	622
C. Ronaldo	20	SMF, WG, SS	Normal Long	87,5	91,5	94,5	93	91,5	89,5	94.5 (26-29)	Agility 95, Dribble Accuracy 95, Dribble Speed 92, Long Pass Speed 93, Shot Power 90, Technique 91	Dribbling, Tactical Dribble, Middle Shooting, Outside	670
Aiyegbeni	22	SMF, WG, CF	Normal Long	-	86	88,5	86,5	84,5	82,5	88.5 (25-28)	Balance 87, Top Speed 87, Acceleration 85, Dribble Speed 85	Dribbling, Scoring, Post Player, Lines	680

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FIELD OF PLAY: MIDFIELD (CONTINUED)

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Iniesta	21	CMF, AMF	Normal Long	-	87	91,5	91,5	90,5	87,5	91.5 (26-30)	Stamina 86, Dribble Accuracy 85, Short Pass Accuracy 87, Technique 86	Playmaking, Passing, 1-Touch Pass, Outside	704
Snelijder	21	CMF, SMF, AMF	Normal	-	87	92	92,5	92	89,5	92.5 (29-31)	Dribble Accuracy 86, Short Pass Accuracy 86, Long Pass Accuracy 90, Curling 92, Weak Foot Accuracy 8, Weak Foot Frequency 8	Reaction, Passing, Middle Shooting, Centre	704
De Rossi	22	CMF, AMF	Dual Development	-	82	89,5	87,5	85,5	84,5	84.5 (20) / 89.5 (28)	Balance 84, Stamina 85, Shot Power 84, Teamwork 80	Reaction, Outside, Sliding	709
Essien	22	CB, DMF, CMF	Late Long	-	84,5	89	89	88,5	84,5	89 (28-31)	Stamina 92, Acceleration 84, Shot Power 86, Teamwork 84	Middle Shooting, Centre	738
Robben	21	SMF, AMF, WG, SS	Normal	-	87,5	90,5	89,5	87,5	85,5	90.5 (28-29)	Top Speed 90, Acceleration 90, Dribble Accuracy 92, Dribble Speed 95, Technique 87	Dribbling, Reaction, Outside	766
Rooney	19	AMF, WG, SS, CF	Normal Long	87,5	93,5	94,5	94,5	93,5	92	94.5 (25-30)	Balance 88, Acceleration 90, Dribble Accuracy 88, Shot Power 89, Shot Technique 88, Technique 88	Dribbling, Tactical Dribble, Reaction, Passing, Scoring, 1-1 Score, Middle Shooting, Outside, Sliding	771
Van Der Vaart	22	DMF, SMF, AMF, SS, CF	Dual Development	-	83,5	90	90,5	89,5	89	84.5 (21-22) / 91 (29)	Response 85, Dribble Accuracy 85, Short Pass Accuracy 85, Shot Technique 90, Curling 86, Technique 88	Tactical Dribble, Passing, 1-Touch Pass, Outside	907
Cassano	22	AMF, SS	Normal Long	-	89,5	92	89,5	89	86,5	92 (25-28)	Acceleration 88, Dribble Accuracy 95, Dribble Speed 87, Technique 95	Dribbling, Tactical Dribble, Reaction, Passing, 1-1 Score, Side, 1-Touch Pass, Outside	1078

FIELD OF PLAY: ATTACK

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Belaid	18	AMF, CF	Normal Long	75	80,5	88,5	87,5	85	84	88.5 (26-29)	No noteworthy starting attributes	None	302
Benzema	17	WG, CF	Late Long	77,5	82	90,5	90,5	90,5	87	90.5 (27-32)	Top Speed 81	None	302
Diego Capel	17	SMF, WG	Normal	80	86	89	87,5	86,5	83,5	89.5 (27)	Top Speed 80, Acceleration 80	None	302
Ehui	18	SS	Normal	77	82	89	86,5	84,5	81,5	89 (28)	Top Speed 82, Acceleration 81, Agility 84, Dribble Speed 80, Technique 80	Scoring	302
Momar N'diaye	18	AMF, CF	Normal	75	82	86,5	84,5	83,5	81,5	88.5 (26)	Top Speed 82, Agility 80, Jump 80	Lines	302
Afellay	19	CMF, SMF, AMF, WG	Normal	78,5	83,5	87,5	89,5	86,5	84	89.5 (30)	Top Speed 83, Acceleration 82, Dribble Speed 82	Middle Shooting, Outside	312
Cantour	20	CF	Normal	79,5	77	88,5	85	84,5	82,5	89 (27)	No noteworthy starting attributes	None	312
Dembele	18	CF	Normal Long	76,5	84,5	88,5	87,5	85,5	84	88.5 (26-29)	Top Speed 81	None	312
Ivanildo	19	WG, SS	Normal	78,5	87	87,5	85,5	84,5	82	89.5 (25)	Acceleration 85, Agility 86, Dribble Speed 87, Curling 80	Side	312
Mattioli	20	WG, CF	Normal	74,5	77,5	87,5	85	83,5	81,5	89 (27)	No noteworthy starting attributes	None	312
Matuidi	18	SMF, WG	Early Long	77,5	86,5	86,5	86,5	84,5	83	86.5 (23-30)	Balance 80	None	312
Nade	21	CF	Normal	-	78,5	89	86,5	85	84	89.5 (27)	Balance 80, Top Speed 81, Jump 81	None	312
Owusu Abeyie	19	WG, CF	Normal	81	86	91,5	89,5	87,5	84,5	91.5 (28)	Agility 86, Dribble Speed 85, Shot Power 83, Technique 85	Dribbling, Scoring, Lines, Outside	312
Mark Noble	18	SMF, CF	Late Long	77	82	89	89	86,5	84,5	88.5 (28-31)	No noteworthy starting attributes	None	326
Messi	18	SS, CF	Normal	78,5	85	89,5	88,5	87,5	85,5	90.5 (26)	Top Speed 82, Agility 85, Dribble Accuracy 86, Technique 84	Outside	326
Tadic	18	SS, CF	Normal	75	79,5	89	88	86,5	84,5	89.5 (27)	No noteworthy starting attributes	None	326
Tyrala	17	CF	Normal Long	78	85	88,5	88,5	87,5	85,5	88.5 (26-30)	No noteworthy starting attributes	None	326
Benson	21	WG, CF	Normal	-	83,5	86,5	85	84	81,5	88.5 (26)	Top Speed 84, Acceleration 82, Dribble Speed 81, Jump 84	None	330
Bogodani	22	CF	Normal	-	84,5	84,5	83,5	82	80	89 (26)	Top Speed 83, Acceleration 87, Dribble Accuracy 86, Dribble Speed 83	Dribbling	333
Maurice Belay	20	CF	Normal	76,5	80	85	88,5	85	82,5	89 (29)	Top Speed 85, Acceleration 82, Technique 80	None	338
Monez	18	CF	Normal Long	79	88,5	90,5	88,5	86,5	84,5	90.5 (25-28)	Top Speed 84, Acceleration 83, Technique 80	Reaction	338
S. Okoronkwo	18	CF	Normal Long	78	85	89,5	89	86,5	84,5	89.5 (26-29)	Top Speed 80, Jump 80	Scoring	338
Ziebig	22	SMF, CF	Normal	-	77	88,5	86	84,5	82,5	89 (27)	Stamina 82, Shot Power 81	None	338
Azaouagh	22	CMF, SMF, AMF, WG, SS	Normal	-	83,5	88	86,5	85	84	89 (26-27)	Acceleration 84, Agility 86, Dribble Accuracy 84, Technique 85	Tactical Dribble, Side	350
Ben Arfa	18	SMF, AMF, SS	Normal	78,5	83,5	89,5	88	86,5	84,5	89.5 (30)	Top Speed 81, Acceleration 81, Agility 83, Dribble Accuracy 81, Technique 81	Outside	350
Park Chu Young	20	WG, SS, CF	Late Long	80	85	90	93,5	92	92	93.5 (30)	Response 85, Shot Accuracy 84, Shot Technique 83, Free Kick Accuracy 83	Tactical Dribble, Positioning, Reaction, Scoring, 1-1 Score, Lines, 1-Touch Pass	350
Vaughan	17	CF	Normal Long	81	90	93	90,5	87,5	85	93 (25-28)	Balance 80, Top Speed 80, Dribble Speed 81	None	350
N'Zigou	21	CF	Normal	-	80,5	88,5	89	87,5	84,5	90.5 (29)	Balance 85, Top Speed 83, Shot Power 84, Jump 83	None	362
B.W. Phillips	20	SMF, CF	Normal	77	84,5	88,5	86	85	83,5	89.5 (26)	Top Speed 84, Acceleration 81, Dribble Speed 81, Shot Power 80	None	364
Baumjohann	18	SMF, AMF, SS	Dual Development	84	85,5	92,5	93	91,5	90,5	1st peak of 88.5 (21) 2nd peak of 93.5 (29)	Acceleration 83, Agility 82, Dribble Accuracy 80, Technique 82	Outside	364

FIELD OF PLAY: ATTACK (CONTINUED)

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Kasaru	18	CF	Normal	79,5	85	87,5	86,5	85	83,5	88.5 (27)	Jump 80	None	364
McGeady	19	SMF, AMF, WG, SS	Normal Long	81	90	92,5	90	89,5	86,5	92.5 (25-29)	Agility 86, Curling 86, Technique 84	Tactical Dribble, Outside	364
Rachmane Barry	19	WG, CF	Normal	76,5	82	86,5	89	85,5	84	89.5 (30)	Top Speed 84, Agility 80, Jump 80	Dribbling	364
Rao-Coker	21	CMF, SMF, CF	Normal Long	-	77	86,5	88,5	86,5	84,5	88.5 (26-30)	Stamina 80, Top Speed 81, Shot Power 80	Sliding	364
Sverkos	21	CF	Normal Long	-	84,5	92	90	89	85	92 (26-29)	Top Speed 85, Acceleration 83, Shot Power 84, Shot Technique 83	Reaction, Scoring, Side	364
Vincken	19	WG	Normal Long	75	81,5	89,5	87,5	86	84	89.5 (26-29)	Acceleration 81	None	364
Vumomiteic	19	AMF, WG, SS	Normal Long	88	87	89,5	89	87,5	85	89.5 (25-29)	Agility 82, Shot Power 82, Technique 82	Side, Outside	364
Senesie	20	SMF, CF	Normal	75	76	78,5	89	85	82,5	89 (30)	Stamina 81, Top Speed 80	None	374
Barreto	20	WG, CF	Normal Long	78,5	85	88,5	88,5	86,5	84,5	88.5 (26-30)	Stamina 80, Acceleration 83, Dribble Accuracy 80, Dribble Speed 82	Dribbling, Outside	377
Briand	20	CF	Normal	79	83,5	89	85	84,5	81,5	89 (28)	Top Speed 84, Acceleration 82, Shot Power 82, Jump 88	None	377
Diogo Taudecci	20	SS, CF	Normal	79,5	84,5	89,5	88	86	84	89.5 (28-29)	Acceleration 84, Dribble Accuracy 83, Dribble Speed 84, Technique 84	Dribbling, Scoring	377
Felendinha	20	SB, WB, AMF, CF	Normal Long	77	83,5	90,5	89,5	87,5	84,5	90.5 (26-29)	Stamina 82, Top Speed 83, Acceleration 82, Jump 82	None	377
Komura	22	WB, SMF, WG	Normal	-	83,5	90	91,5	89,5	88	93 (29)	Top Speed 83, Long Pass Accuracy 83, Shot Power 83, Curling 84	Tactical Dribble, Outside	377
Krohn Dehli	22	WG, CF	Normal	-	82	85,5	84,5	84	81,5	87.5 (26)	Acceleration 82, Agility 82, Weak Foot Accuracy 7, Weak Foot Frequency 7	Dribbling	377
Wallace	20	WB, SMF, WG	Normal Long	79	86	89,5	88	86,5	83,5	89.5 (25-28)	Top Speed 82, Acceleration 85, Dribble Speed 83, Curling 83	Dribbling, Outside	377
Altintop	22	CF	Normal	-	79,5	89,5	89	86	84,5	90.5 (27)	Balance 83, Response 80, Shot Power 83	Centre	389
Ambrose	21	CMF, SMF, AMF, SS	Normal	-	88	90	90	89,5	86,5	93 (29)	Top Speed 83, Dribble Speed 83, Shot Power 86, Technique 83	Reaction, Middle Shooting	389
Delura	20	AMF, WG, CF	Normal	77	80	89,5	88,5	86	85	90.5 (27)	Balance 86, Stamina 82, Shot Power 86	Side	389
Sergio Garcia	22	SS, CF	Normal	-	78,5	85	90	89	86,5	90 (30)	Top Speed 82, Acceleration 84, Response 81, Dribble Speed 81	Scoring, 1-Touch Pass	389
Beattie	21	CF	Normal Long	-	85	87,5	85	83,5	80	87.5 (25-28)	Balance 83, Header 83, Jump 88	Reaction, Scoring	391
Gueye	19	WG, SS, CF	Normal	78,5	82,5	92	89,5	88,5	86,5	92 (27-28)	Top Speed 84, Dribble Accuracy 84, Jump 83, Technique 84	Side, Outside	398
Chiumiento	20	SMF, AMF, SS	Normal Long	79,5	86	89,5	89	88,5	85	89.5 (26-29)	Acceleration 84, Dribble Accuracy 83, Dribble Speed 81, Technique 84	Tactical Dribble, Side, Outside	404
Francia	20	SMF, SS	Late Long	79,5	84,5	89,5	89,5	89,5	86	89.5 (28-32)	Long Pass Accuracy 82, Long Pass Speed 82, Curling 83, Technique 83	Reaction, 1-Touch Pass, Outside	404
V. Hleb	22	SMF, WG	Late Long	-	77	89	89	89	86,5	89 (28-33)	Balance 82, Stamina 82, Acceleration 81	None	404
Babel	18	WG, CF	Normal	87	92	94	93	90	87	94 (27-29)	Balance 86, Top Speed 86, Dribble Accuracy 86, Shot Power 86, Technique 86	Dribbling, Tactical Dribble, Scoring, Middle Shooting	415
De Sousa	20	WG, SS, CF	Normal	76	83	86,5	85	83,5	81,5	89 (26)	Top Speed 85, Acceleration 83	None	415
Farfan	20	SMF, WG, CF	Normal	82	89,5	93	90	89,5	88	94 (26)	Balance 85, Acceleration 84, Dribble Accuracy 84, Shot Power 84	Tactical Dribble, Reaction, Middle Shooting, Side	415
Hanke	21	SS, CF	Normal	-	81	88,5	89,5	87,5	84,5	90.5 (29)	Acceleration 80, Response 80, Shot Power 80, Jump 81	Scoring, Lines	415
Milner	19	CMF, SMF, AMF, WG	Normal	79,5	84,5	88,5	90,5	88,5	85	90.5 (30)	Acceleration 84, Dribble Accuracy 84, Technique 85	Dribbling	415
Carrillo	21	SMF, SS, CF	Normal Long	-	86,5	87,5	86,5	84,5	81,5	87.5 (25-29)	Top Speed 90, Acceleration 92, Agility 91, Dribble Speed 86	Dribbling, Reaction	420
De Mul	19	SMF, WG	Normal	79,5	85	87,5	85,5	84,5	81,5	89 (27)	Acceleration 84, Agility 82, Dribble Accuracy 82, Dribble Speed 83	Dribbling	432
Gambino	21	SMF, CF	Normal	-	81	87,5	89,5	87,5	87,5	89.5 (30)	Top Speed 85, Acceleration 85, Agility 87, Dribble Accuracy 83, Dribble Speed 82	Dribbling	432
Iminaku	22	WG, CF	Normal	-	80	87,5	89	86,5	83,5	89.5 (29)	Balance 84, Top Speed 80, Dribble Accuracy 82, Technique 83	Scoring	432
John	20	WG, CF	Normal	82	85	89,5	89	86	84	89.5 (28-29)	Balance 87, Stamina 83, Shot Power 87, Jump 82	Scoring, Post Player, Middle Shooting	432
De Ridder	21	SMF, AMF, WG	Normal	-	84,5	91,5	93,5	90,5	89	94 (29)	Dribble Accuracy 86, Long Pass Accuracy 83, Long Pass Speed 84, Technique 86	Dribbling, Tactical Dribble, Outside	440
Kané	21	SMF, CF	Normal Long	-	87	89,5	88	86	84	89.5 (25-28)	Balance 84, Stamina 86, Acceleration 83, Shot Technique 83	Dribbling, Outside	449
Chamakh	21	CF	Normal	-	82	88,5	87,5	85,5	84	88.5 (28)	Top Speed 85, Dribble Accuracy 82, Shot Power 82, Technique 83	Side, Outside	459
Nasri	18	SMF,AMF, SS	Normal	85	86,5	88,5	88	85	84	88.5 (27-29)	Top Speed 82, Acceleration 82, Agility 83, Technique 86	Tactical Dribble, Playmaking, Outside	465
Bellion	22	SMF, WG, CF	Late Long	-	82	87,5	87,5	86,5	84,5	87.5 (28-30)	Top Speed 87, Acceleration 89, Dribble Speed 90, Shot Power 85	Dribbling, Reaction, Side	477
Downing	21	SMF, WG	Normal Long	-	86	89,5	89	88	85	89.5 (26-29)	Acceleration 84, Long Pass Accuracy 86, Long Pass Speed 84, Curling 87	Passing	477
Nilmar	21	CF	Late Long	-	84,5	90,5	90,5	89	86,5	90.5 (28-31)	Top Speed 86, Acceleration 88, Dribble Accuracy 84, Dribble Speed 85	Side, Outside	486
Pazzini	21	SS, CF	Normal Long	-	84,5	89,5	89,5	87,5	84,5	89.5 (26-30)	Balance 81, Stamina 80, Acceleration 83, Jump 82	Positioning, Lines, Centre	486
Podolski	20	AMF, WG, SS, CF	Normal	79,5	83	89,5	90	88,5	86,5	91.5 (29)	Top Speed 82, Acceleration 85, Shot Power 82	Reaction	491

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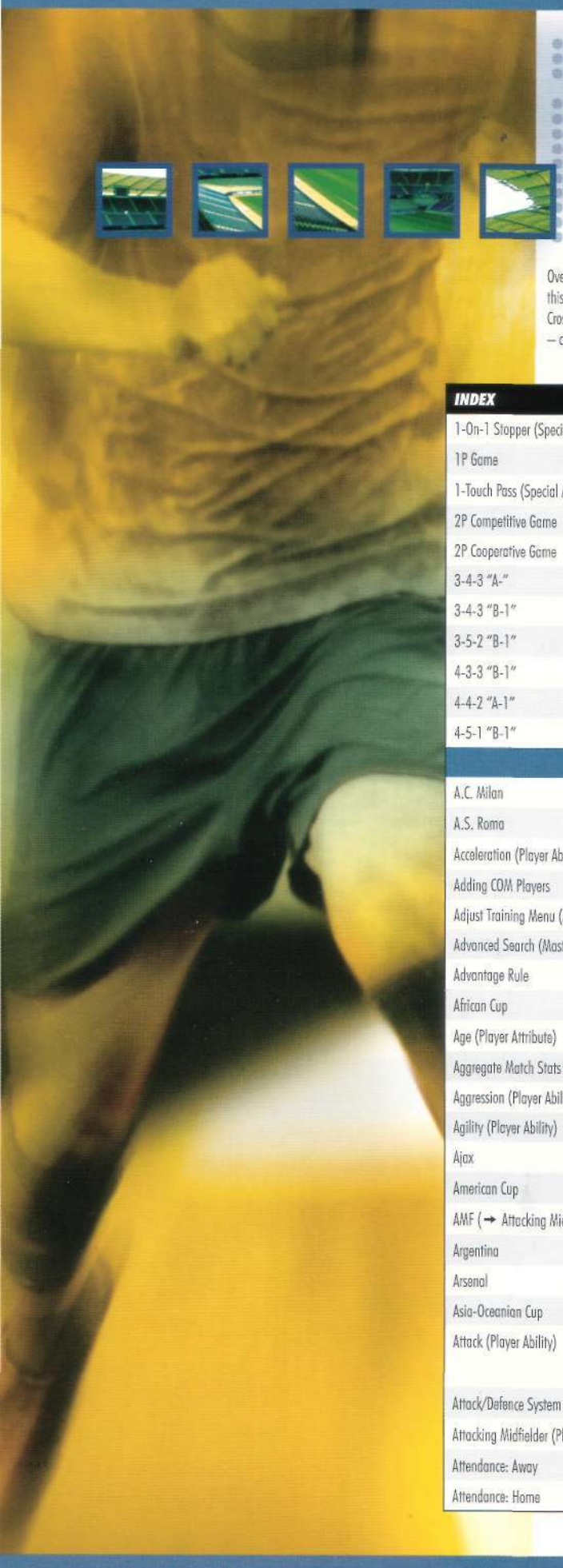
FIELD OF PLAY: ATTACK (CONTINUED)

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Vonlanthen	19	DMF, AMF, WG, SS, CF	Normal Long	80	86	89.5	89	87.5	85	89.5 (26-29)	Top Speed 87, Acceleration 92, Agility 84	Passing, Side	491
Makinwa	22	CF	Normal Long	-	84.5	88.5	87.5	85	84	88.5 (26-29)	Balance 87, Top Speed 88, Acceleration 85, Jump 86	Tactical Dribble, Scoring, Outside	506
Kalou	20	WG, CF	Normal Long	80	89	92	89.5	87.5	84.5	92 (25-28)	Top Speed 84, Acceleration 84, Dribble Accuracy 83, Dribble Speed 83	Dribbling, Scoring	513
Maxi Lopez	21	CF	Normal	-	82	88.5	86.5	84.5	82	88.5 (28)	Balance 88, Shot Power 82, Jump 82, Technique 81	Scoring, Centre	513
Mitoo	20	WG, SS	Normal Long	81	88	89.5	88.5	87.5	84.5	89.5 (26-29)	Top Speed 92, Agility 94, Dribble Accuracy 91, Dribble Speed 88	Dribbling, Side, Outside	513
Odonkor	21	SMF, WG	Dual Development	-	85	84.5	85	90.5	88	1st peak of 89 (26) 2nd peak of 90.5 (32)	Top Speed 92, Acceleration 93, Agility 90, Response 82, Dribble Speed 85	Reaction	515
Sytos	21	CF	Normal Long	-	86	88.5	86.5	85	82.5	88.5 (25-28)	Top Speed 88, Acceleration 84, Agility 86, Dribble Speed 84, Technique 84	Reaction, Side, Outside	535
Pandev	22	SMF, WG, SS, CF	Normal	-	84.5	87.5	86.5	85	83.5	89.5 (26)	Top Speed 82, Acceleration 84, Dribble Accuracy 82, Shot Power 84	Scoring	540
Robinho	21	AMF, WG, SS	Normal Long	-	89.5	92.5	92.5	90	88	92.5 (26-30)	Top Speed 88, Acceleration 88, Agility 91, Dribble Accuracy 96, Dribble Speed 93, Technique 95	Dribbling, Tactical Dribble, Side, Outside	540
Bojinov	19	WG, SS, CF	Normal Long	81	89.5	93	93	91.5	89.5	93 (26-31)	Attack 80, Top Speed 81, Acceleration 85, Shot Power 81	Scoring, Side, Outside	542
Routledge	20	SMF, WG, CF	Normal	80	87	89.5	89	88	85	91 (26)	Top Speed 87, Acceleration 85, Dribble Accuracy 85, Dribble Speed 85	Dribbling	542
Martins	20	WG, CF	Normal	86	89.5	90.5	89.5	87.5	85.5	91.5 (27)	Top Speed 99, Acceleration 99, Agility 97, Dribble Speed 96, Jump 95	Dribbling, Scoring, Side, Outside	622
Ruben Olivera	22	CMF, SMF, AMF, SS	Normal Long	-	84.5	88.5	88	86.5	84.5	88.5 (26-29)	Balance 84, Dribble Speed 84, Long Pass Speed 85, Shot Power 84	1-Touch Pass, Outside	622
C. Ronaldo	20	SMF, WG, SS	Normal Long	87.5	91.5	94.5	93	91.5	89.5	94.5 (26-29)	Agility 95, Dribble Accuracy 95, Dribble Speed 92, Long Pass Speed 93, Shot Power 90, Technique 91	Dribbling, Tactical Dribble, Middle Shooting, Outside	670
Aiyegbeni	22	SMF, WG, CF	Normal Long	-	86	88.5	86.5	84.5	82.5	88.5 (25-28)	Balance 67, Top Speed 87, Acceleration 85, Dribble Speed 85	Dribbling, Scoring, Post Player, Lines	680
Teviz	21	SS, CF	Normal	-	87.5	92	93	92	89	93 (29-30)	Balance 90, Dribble Accuracy 88, Dribble Speed 87, Shot Technique 86, Technique 87	Tactical Dribble, 1-1 Score, Outside	704
Fernando Torres	21	CF	Normal Long	-	91	94	94	93.5	89.5	94 (26-30)	Attack 89, Acceleration 87, Shot Accuracy 87, Shot Technique 90, Technique 87	Scoring, Post Player, 1-Touch Pass, Outside	758
Robben	21	SMF, AMF, WG, SS	Normal	-	87.5	90.5	89.5	87.5	85.5	90.5 (28-29)	Top Speed 90, Acceleration 90, Dribble Accuracy 92, Dribble Speed 95, Technique 87	Dribbling, Reaction, Outside	766
Rooney	19	AMF, WG, SS, CF	Normal Long	87.5	93.5	94.5	94.5	93.5	92	94.5 (25-30)	Balance 88, Acceleration 90, Dribble Accuracy 88, Shot Power 89, Shot Technique 88, Technique 88	Dribbling, Tactical Dribble, Reaction, Passing, Scoring, 1-1 Score, Middle Shooting, Outside, Sliding	771
Van Der Vaart	22	DMF, SMF, AMF, SS, CF	Dual Development	-	83.5	90	90.5	89.5	89	1st peak of 84.5 (21-22) 2nd peak of 91 (29)	Response 85, Dribble Accuracy 85, Short Pass Accuracy 85, Shot Technique 90, Curling 86, Technique 88	Tactical Dribble, Passing, 1-Touch Pass, Outside	907
Cassano	22	AMF, SS	Normal Long	-	89.5	92	89.5	89	86.5	92 (25-28)	Acceleration 88, Dribble Accuracy 95, Dribble Speed 87, Technique 95	Dribbling, Tactical Dribble, Reaction, Passing, 1-1 Score, Side, 1-Touch Pass, Outside	1078



GUIDE INDEX

Over the following pages you'll find an alphabetical list of every important term used in Pro Evolution Soccer 5 and in this guide. This should help you to quickly and easily find the page that contains the information you are looking for. Cross-references to secrets, unlockable bonuses and promising players for the Master League are highlighted lilac ! – consider this a spoiler warning!

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Passing	One-Two Pass	L1 + ✕ + ⊕ to make initial pass, then immediately press △ to return the ball	L + A + ⊕ to make initial pass, then immediately press Y to return the ball	Change Player Button + Pass Button + ⊕ to make initial pass, then immediately press Through-Ball Button to return the ball	83
Passing	One-Two With Lofted Return Ball	L1 + ✕ + ⊕ to make initial pass, then immediately press ○ to return the ball	L + A + ⊕ to make initial pass, then immediately press B to return the ball	Change Player Button + Pass Button + ⊕ to make initial pass, then immediately press Long Pass Button to return the ball	83

[1] Only possible if the "GK Cursor" is enabled on the Player Settings screen

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Category	Move	PlayStation2	Xbox	PC	Page
Passing	Pass & Move	As soon as a player passes the ball, tap R2 to instruct him to make an immediate forward run	As soon as a player passes the ball, tap ● to instruct him to make an immediate forward run	As soon as a player passes the ball, tap **Special Controls Button** to instruct him to make an immediate forward run	83
Passing	Manual Short Pass	Hold R in required direction, then press R3 until the power bar reaches the desired strength	Hold R in required direction, then press R until the power bar reaches the desired strength	Hold R in required direction, then press **Activate Manual Pass** until the power bar reaches the desired strength	84
Passing	Manual Long Pass	Hold L1, press R in a direction, then press R3 until the power bar reaches the desired strength	Hold L, press R in a direction, then press R until the power bar reaches the desired strength	Hold **Change Player Button**, press R in a direction, then press **Activate Manual Pass** until the power bar reaches the desired strength	84
Passing (Crosses)	Standard Cross	⊕ + ○	⊕ + B	⊕ + **Long Pass Button**	87
Passing (Crosses)	Cross (Medium)	⊕ + ○ x2	⊕ + B x2	⊕ + **Long Pass Button** x2	87
Passing (Crosses)	Cross (High Arc)	Hold R2 in addition to ⊕ + ○ or ⊕ + ○ x2	Hold ● in addition to ⊕ + B or ⊕ + B x2	Hold **Special Controls Button** in addition to ⊕ + **Long Pass Button** or ⊕ + **Long Pass Button** x2	87
Passing (Crosses)	Low Cross	⊕ + ○ x3	⊕ + B x3	⊕ + **Long Pass Button** x3	87
Passing (Crosses)	Manual Cross	L1 + ⊕ + ○	L + ⊕ + B	**Change Player Button** + ⊕ + **Long Pass Button**	87
Shooting	Shoot	□ until power bar reaches required level, ⊕ to aim	X until power bar reaches required level, ⊕ to aim	**Shoot Button** until power bar reaches required level, ⊕ to aim	90
Shooting	First-Time Shots & Headers	⊕ + □ just before the ball reaches a player	⊕ + X just before the ball reaches a player	⊕ + **Shoot Button** just before the ball reaches a player	92
Shooting	Controlled Shot	□ + ⊕ to shoot, then press R2 when the power gauge appears	X + ⊕ to shoot, then press ● when the power gauge appears	Press **Shoot Button** + ⊕ to shoot, then press **Special Controls Button** when the power gauge appears	91
Shooting	Chip Shot	L1 + □, ⊕ to aim	L + X, ⊕ to aim	**Change Player Button** + **Shoot Button**, ⊕ to aim	91
Shooting	Chip Shot 2	□ + ⊕ to shoot, then press R1 when the gauge appears	X + ⊕ to shoot, then press R when the gauge appears	**Shoot Button** + ⊕ to shoot, then press **Sprint Button** when the gauge appears	92
Shooting	Chip Shot 2 (Alternative)[2]	Rapidly tap □	Rapidly tap X	Rapidly tap **Shoot Button**	92
Corners	Aim Corner	⊕ ← & ⊕ →	⊕ ← & ⊕ →	⊕ ← & ⊕ →	94
Corners	Standard Strength	○	B	**Long Pass Button**	94
Corners	High Arc	Hold R2 + ○	Hold ● + B	Hold **Special Controls Button** + **Long Pass Button**	94
Corners	Low Arc	○ + ⊕ ↑	B + ⊕ ↑	**Long Pass Button** + ⊕ ↑	94
Corners	Apply Curl	⊕ ← or ⊕ → when the power gauge appears	⊕ ← or ⊕ → when the power gauge appears	⊕ ← or ⊕ → when the power gauge appears	94
Corners	Along Ground	○ + ⊕ ↓	B + ⊕ ↓	**Long Pass Button** + ⊕ ↓	94
Corners	Short Corner	✕	A	**Pass Button**	94
Free Kicks	Aim Shot	⊕ ← & ⊕ →	⊕ ← & ⊕ →	⊕ ← & ⊕ →	94
Free Kicks	Standard Strength Shot	□	X	**Shoot Button**	94
Free Kicks	Very Strong Shot	□ + ⊕ ↑	X + ⊕ ↑	**Shoot Button** + ⊕ ↑	94
Free Kicks	Very Weak Shot	□ + ⊕ ↓	X + ⊕ ↓	**Shoot Button** + ⊕ ↓	94
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Free Kicks	Weak Shot	□ to shoot, ✕ once the power gauge appears	X to shoot, A once the power gauge appears	**Shoot Button** to shoot, **Pass Button** once the power gauge appears	94
Free Kicks	Apply Curl	□ to shoot, ⊕ ← or ⊕ → when power gauge appears	X to shoot, ⊕ ← or ⊕ → when power gauge appears	**Shoot Button** to shoot, ⊕ ← or ⊕ → when power gauge appears	94
Free Kicks	Change Kick Direction	□ to shoot, L1 to adjust direction to the left, R1 to adjust direction to the right	X to shoot, L to adjust direction to the left, R to adjust direction to the right	**Shoot Button** to shoot, **Change Player Button** to adjust to the left, **Sprint Button** to adjust to the right	94
Free Kicks	Long Pass/Cross	○	B	**Long Pass Button**	94
Free Kicks	High Arc Long Pass	Hold R2 + ○	Hold ● + B	Hold **Special Controls Button** + **Long Pass Button**	94
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Free Kicks	Short Pass	✕	A	**Pass Button**	94
Free Kicks	Through-Ball	△	Y	**Through-Ball Button**	94
Free Kicks	Add Second Player	Hold L2	Hold ○	Hold **Strategy Button**	94
Free Kicks	Second Player Makes Long Pass	Hold L1 as you perform a long pass with ○	Hold L as you perform a long pass with B	Hold **Change Player Button** as you perform a long pass with **Long Pass Button**	94
Free Kicks	Second Player Takes Shot	Hold L1 as you perform a shot with □	Hold L as you perform a shot with X	Hold **Change Player Button** as you perform a shot with **Shoot Button**	94
Free Kicks	Kicker 2 Nudges Ball For Kicker 1	Hold L1 and press ✕	Hold L and press A	Hold **Change Player Button** and press **Pass Button**	94
Free Kicks: Defence	Wall Jumps	□	X	**Shoot Button**	95
Free Kicks: Defence	Wall Stands	✕	A	**Pass Button**	95
Free Kicks: Defence	Wall Rushes Forward & Jumps	○	B	**Long Pass Button**	95

[2] Only possible if the Chip Shot 2 Type 2 option is enabled at the Button Configuration screen

Category	Move	PlayStation2	Xbox	PC	Page
Free Kicks: Defence	Random Wall Behaviour	Press nothing	Press nothing	Press nothing	95
Free Kicks: Defence	Move Goalkeeper Behind Wall	△	Y	**Through-Ball Button**	95
Throw-Ins	Aim Throw	L3	L3	L3	96
Throw-Ins	Short Throw	✕	A	**Pass Button**	96
Throw-Ins	Long Throw	Hold ○ until the power bar reaches the desired strength	Hold B until the power bar reaches the desired strength	Hold **Long Pass Button** until the power bar reaches the desired strength	96
Throw-Ins	"Lead" Throw-In	△	Y	**Through-Ball Button**	96
Penalties	Take Kick	L3 + □	L3 + X	L3 + **Shoot Button**	96
Penalties	Control Goalkeeper	L3	L3	L3	96
Tricks & Skills	Quick Turn	L3 at a 45-degree angle to your current direction as opponent attempts head-on tackle	L3 at a 45-degree angle to your current direction as opponent attempts head-on tackle	L3 at a 45-degree angle to your current direction as opponent attempts head-on tackle	98
Tricks & Skills	Backheel Turn	R1 and opposite direction on L3 while stationary, walking or dribbling	RB and opposite direction on L3 while stationary, walking or dribbling	**Sprint Button** and opposite direction on L3 while stationary, walking or dribbling	98
Tricks & Skills	Leave Ball/Jump Ball	Release L3, then press R1 before a player receives a pass	Release L3, then press RB before a player receives a pass	Release L3, then press **Sprint Button** before a player receives a pass	98
Tricks & Skills	Push Ball Forward For Shot	Bring player to a halt, then hold L1 + R1	Bring player to a halt, then hold LB + RB	Bring player to a halt, then hold **Change Player Button** + **Sprint Button**	98
Tricks & Skills	Jump Sliding Tackle	R2	●	**Special Controls Button**	98
Tricks & Skills	Drop Back	Hold R2 + press L3 180 degrees away from the direction that your player is facing	Hold ● + press L3 180 degrees away from the direction that your player is facing	Hold **Special Controls Button** + press L3 180 degrees away from the direction that your player is facing	99
Tricks & Skills	Marseille Roulette	Rotate R3 left or right by 180 degrees	Rotate R3 left or right by 180 degrees	Rotate R3 left or right by 180 degrees	99
Tricks & Skills	Chip Ball	R3 down, then R3 up	R3 down, then R3 up	R3 down, then R3 up	99
Tricks & Skills	Drop Shoulder [1]	Dribbling from left to right, L3 ↗, L3 ↘, L3 →, or L3 ↘, L3 ↗ and L3 → before player touches ball	Dribbling from left to right, L3 ↗, L3 ↘, L3 →, or L3 ↘, L3 ↗ and L3 → before player touches ball	Dribbling from left to right, L3 ↗, L3 ↘, L3 →, or L3 ↘, L3 ↗ and L3 → before player touches ball	99
Tricks & Skills	Two-Foot Feint [4]	Dribbling from left to right, L3 ↗ then L3 →, or L3 ↘ then L3 → before player touches ball	Dribbling from left to right, L3 ↗ then L3 →, or L3 ↘ then L3 → before player touches ball	Dribbling from left to right, L3 ↗ then L3 →, or L3 ↘ then L3 → before player touches ball	99
Tricks & Skills	Stationary Feint	From stationary position, press L3 x2 at a right angle to the player's current direction	From stationary position, press L3 x2 at a right angle to the player's current direction	From stationary position, press L3 x2 at a right angle to the player's current direction	99
Tricks & Skills	Step-Over (Long)	L1 x2 or R3 x2 in direction of movement	LB x2 or R3 x2 in direction of movement	**Change Player Button** x2 or R3 x2 in direction of movement	100
Tricks & Skills	Step-Over (Short)	R2 x2 or R3 x2 in opposite direction to movement	● x2 or R3 x2 in opposite direction to movement	**Special Controls Button** x2 or R3 x2 in opposite direction to movement	100
Tricks & Skills	Step-Over Into Dash	Initiate either step-over type, then press R1	Initiate either step-over type, then press RB	Initiate either step-over type, then press **Sprint Button**	100
Tricks & Skills	Kick Feint Type 1	✕ as the shoot or long pass gauge appears	A as the shoot or long pass gauge appears	**Pass Button** as the shoot or long pass gauge appears	100
Tricks & Skills	Kick Feint Type 2	R3 x2 at a right-angle to your current direction of movement	R3 x2 at a right-angle to your current direction of movement	R3 x2 at a right-angle to your current direction of movement	100
Tricks & Skills	Special Curling Chip Shot [5]	Running parallel to the goal, hold L1 and shoot with □	Running parallel to the goal, hold LB and shoot with X	Running parallel to the goal, hold **Change Player Button** and shoot with **Shoot Button**	100
Tricks & Skills	Flip-Flap [5]	L1 x3 or R2 x3	LB x3 or ● x3	**Change Player Button** x3 or **Special Controls Button** x3	100
Tricks & Skills	Step-Over Into Flip-Flap [5]	As player performs a step-over, tap L1 or R2	As player performs a step-over, tap LB or ●	As player performs a step-over, tap **Change Player Button** or **Special Controls Button**	100
Tricks & Skills	Flick Ball Over Head & Turn	L3 180 degrees away from current direction as player receives ball between knee and chest height	L3 180 degrees away from current direction as player receives ball between knee and chest height	L3 180 degrees away from current direction as player receives ball between knee and chest height	100
Tricks & Skills	Knock & Run	Hold R1 + R2 while dribbling, then treble-tap L1 before the player touches the ball	Hold RB + ● while dribbling, then treble-tap LB before the player touches the ball	Hold **Sprint Button** + **Special Controls Button** while dribbling, then treble-tap **Change Player Button** before the player touches the ball	100
Strategy Controls	Activate/Deactivate Manual Strategy	Hold L2, then press ○, ✕, □ or △	Hold ○, then press B, A, X or Y	Hold **Strategy Button**, then press **Shoot Button**, **Pass Button**, **Long Pass Button** or **Through Ball Button**	102
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Strategy Controls	Decrease Attack/Defence Level	Hold L2, then press R2	Hold ○, then press ●	Hold **Strategy Button**, then press **Special Controls Button**	102
Fixed Cursor Controls	Request Pass	R2	●	**Special Controls Button**	102
Fixed Cursor Controls	Direct "Player" Camera [3]	L1 + L3	LB + L3	**Change Player Button** + L3	102

[1] Not every player can perform this move in both directions or, for that matter, at all; [4] Though common, this move cannot be performed by every player; [5] Only a handful of players can perform these moves; [3] Only available when Player camera is active while playing with a fixed cursor

GLOSSARY

aerial ability: A player's proficiency at jumping for and heading the ball.

AMF: PES5 abbreviation of "attacking midfielder".

away goals rule: If active, this applies to competitive fixtures that take place over two legs. If the aggregate score is level at the end of 90 minutes in the second tie, the team with the most away goals wins. If both teams have an equal number of away goals, the match proceeds to extra time.

CB: PES5 abbreviation of "centre-back".

CF: PES5 abbreviation of "centre-forward".

closing down: The practice of defending by restricting a player's time and space on the ball.

CMF: PES5 abbreviation of "central midfielder".

COM team/player: Teams or players controlled by PES5's artificial intelligence code.

condition arrows: These coloured arrows (with the exception of the green arrow) indicate invisible bonuses for, or penalties against, a player's abilities.

context-sensitive moves: Moves that can only be performed (or occur in) very specific situations. For example: to volley a shot at goal, the ball must be between shin and thigh height.

CPU team/player: See "COM team/player".

crossfield ball: A (usually aerial) pass played from one side of the pitch to another.

CWP: PES5 abbreviation of "sweeper".

dead-ball situations: A synonym for set pieces: the ball is stationary before the kick is taken, hence "dead" ball.

"direct" play: Not quite the long ball game, this style of play involves moving the ball to your strikers as quickly as possible (and by any means). A team that has a direct style is unlikely to spend much time playing neat little passing triangles in midfield.

DMF: PES5 abbreviation of "defensive midfielder".

dominant foot: The foot that a player favours – in other words, his "stronger" foot. Although many players with high Weak Foot Accuracy and Weak Foot Frequency ratings can comfortably kick the ball with either boot, they always use their dominant foot in dead-ball situations.

first-time [...]: A kick made by a player before he has trapped the ball is said to be "first-time".

first touch: Players that have a high Technique rating are more capable of controlling the ball immediately as they receive a pass: they have a good "first touch". The opposite is true of players with a low Technique stat.

flip-flap: A feint popularised by (but not exclusive to) a certain Brazilian ace. For a right-footed player, it involves tapping the ball to the right with the outstep of the boot as if to turn in that direction, but then instantly knocking it back in the other direction with the instep of the same foot.

front man: Colloquial synonym for "striker" or "centre-forward".

GK: PES5 (and common) abbreviation of "goalkeeper".

goal-side: When a defending player is nearer his goal than the opponent he is marking, he can be described as being "goal-side".

inswinging: Term used to describe a cross or corner that begins to move in one direction (for example, the edge of the 18-yard box) but curls in midair to move towards your opponent's goal (for example, reaching a player in the approximate area of the penalty spot).

long pass: In PES5 terms, an aerial pass.

Manual Passing: Using R to pass the ball.

narrowing the angle: This is what happens when a player (usually a goalkeeper) moves or otherwise adjusts his position to restrict a player's clear view of the goal.

one-touch pass: When a player immediately passes the ball to a teammate rather than first controlling it. Not to be confused with the 1-Touch Pass special ability that, due to an unfortunate translation error, should *actually* read First-Time Shot.

outswinging: Term used to describe a cross or corner that begins to move in one direction (for example, towards a goalkeeper) but curls in midair to move away from your opponent's goal (for example, reaching a player in the approximate area of the penalty spot).

Post Player: PES5 terminology for "target man".

pressing: See "closing down".

realtime physics engine: PES5's code is constantly calculating the trajectory, speed and spin of the ball in accordance with its contact with a player (and, for that matter, the pitch, frame of the goal and corner flags). As this is calculated "on the fly" and is never preordained, it is said to be "realtime".

SB: PES5 abbreviation of "side-back" (or "full-back" as most people would call them).

short pass: In PES5 terms, a pass played along the ground.

SMF: PES5 abbreviation of "side midfielder".

SS: PES5 abbreviation of "support striker".

standing off: When a defender marks an opponent in possession but maintains a greater distance between himself and the ball, he is said to be "standing off".

target man: Term used to describe a strong striker with notable aerial ability.

toe-poke: Using the tip of the toe to kick the ball.

trapping: When a player stops an incoming pass or loose ball, he is said to have "trapped" it.

WB: PES5 abbreviation of "wing-back".

WG: PES5 abbreviation of "winger".

wrong-foot: Colloquial term for what happens when a player (let's say a winger) tricks his opponent (eg, a centre-back) into moving in another (usually opposite) direction with clever footwork. Having shifted his weight to run or turn one way, it is then difficult for the defender to adjust his body to move in another direction, which enables the winger to skip free. The defender has chosen the "wrong foot".

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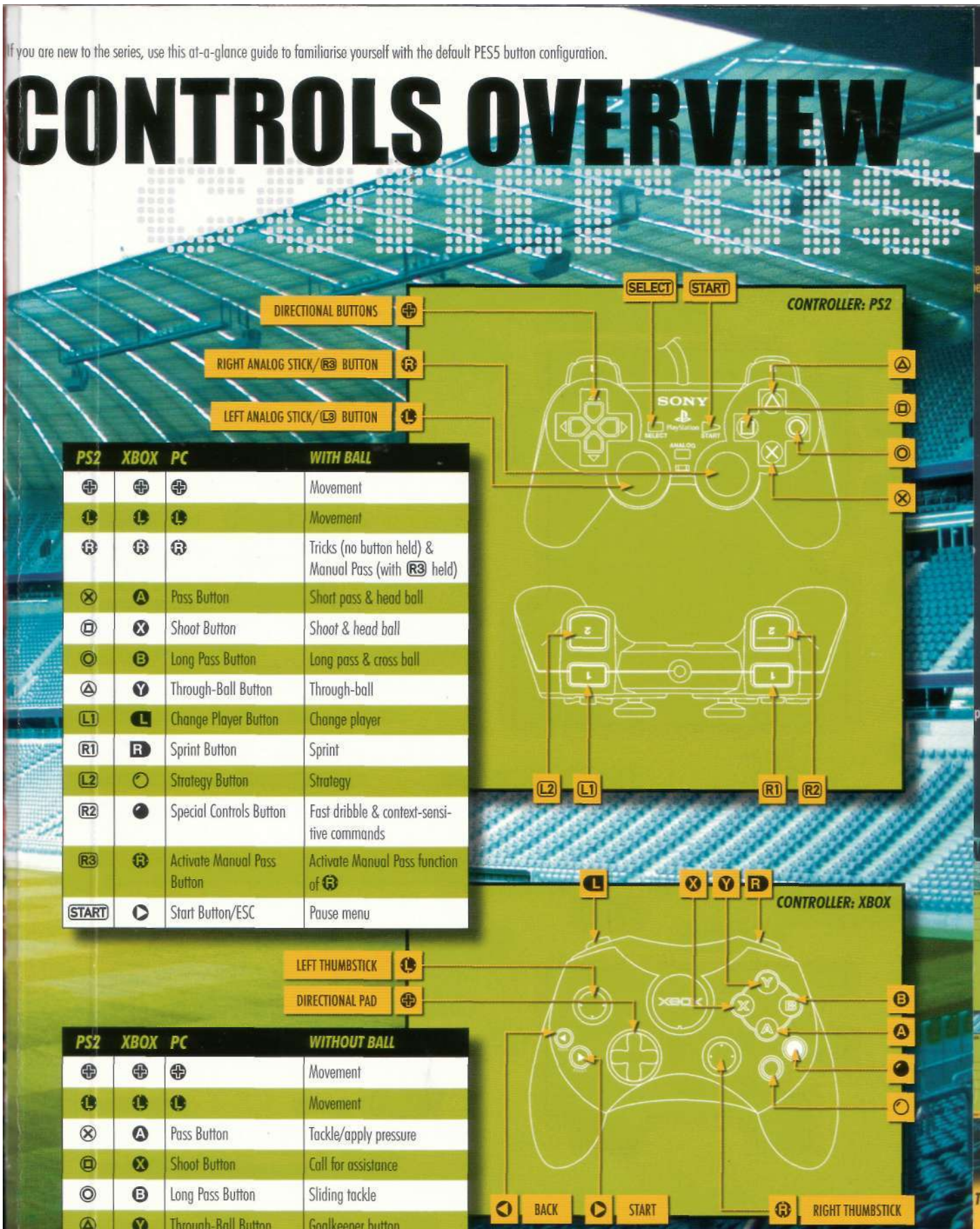
If you are new to the series, use this at-a-glance guide to familiarise yourself with the default PES5 button configuration.

CONTROLS OVERVIEW



PS2	XBOX	PC	WITH BALL
⊕	⊕	⊕	Movement
L	L	L	Movement
R	R	R	Tricks (no button held) & Manual Pass (with R3 held)
⊗	A	Pass Button	Short pass & head ball
□	X	Shoot Button	Shoot & head ball
○	B	Long Pass Button	Long pass & cross ball
△	Y	Through-Ball Button	Through-ball
L1	L	Change Player Button	Change player
R1	R	Sprint Button	Sprint
L2	◯	Strategy Button	Strategy
R2	●	Special Controls Button	Fast dribble & context-sensitive commands
R3	R	Activate Manual Pass Button	Activate Manual Pass function of R
START	▷	Start Button/ESC	Pause menu

PS2	XBOX	PC	WITHOUT BALL
⊕	⊕	⊕	Movement
L	L	L	Movement
⊗	A	Pass Button	Tackle/apply pressure
□	X	Shoot Button	Call for assistance
○	B	Long Pass Button	Sliding tackle
△	Y	Through-Ball Button	Goalkeeper button
L1	L	Change Player Button	Change player
R1	R	Sprint Button	Sprint
L2	◯	Strategy Button	Strategy
R2	●	Special Controls Button	Special Controls
START	▷	Start Button/ESC	Pause menu